THE WORLD'S BEST CONSOLE AND 16-BIT COMPUTER MAGAZINE!

RAZE No 5

RAZE

MARCH 1991
A NEWSFIELD PUBLICATION
UK £1.95 US $4.50
INCORPORATING
The Games machine

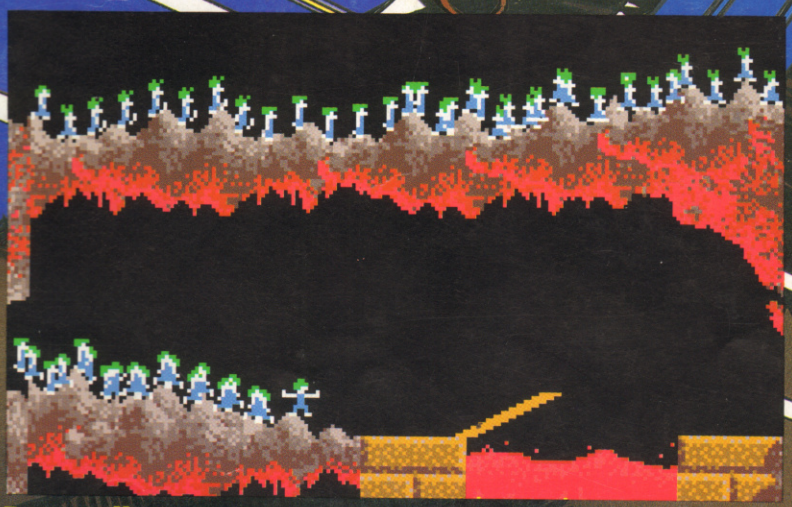
ATARI 7800
LYNX
GAME BOY
MEGA DRIVE
NINTENDO
PC ENGINE
MASTER SYSTEM
AMIGA
ATARI ST
IBM PC

BURN!

RISE OF THE DRAGON

Sierra's scorcher screams onto console, computer and CDTV

INSIDE:
ESWAT, HORROR ZOMBIES, TIME WARP, ZARLOR MERCENARY...
PLUS OVER 100 BLOCK-BUSTING GAMES COVERED FOR YOUR MACHINE!

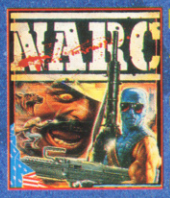


Exposed!
LEMMINGS
Saved and raved!

Exposed!
MICKEY MOUSE
Skipped and jumped!

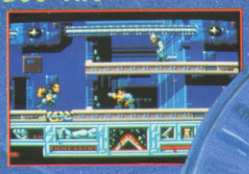
03
9 770960 770008

SPARKS OF



NARC - The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2! MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.



ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED

TOTAL RECALL ... stole your mi... haunted by r... Mars. You ar... unique travel... fantasies int... turn their dr... horror as Y... nightmares. Suddenly your ev... assassins, you discover the surr... me". Travel to Mars to discover ... now a journey of non-stop act... vehicles and a startling array of ... executed graphics and a game ... of the year's top movie. TOTAL ... the 21st Century.

© 1990 CAROLCO PICTU... ES INC.

TM & © WILLIAMS ELECTRONICS GAMES INC.

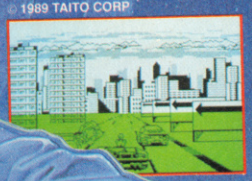
OCE...

F GENIUS

would you know if someone
As Doug Quaid you have been
ring dreams of another life on
awn to Rekall Incorporated, a
vice specializing in implanting
e minds of those who desire to
s into reality. Experience the
dreams turn into hideous
move is dogged by would-be
truth - "You're not you - you're
r true identity - your mission is
, strange mutants, futuristic
aponry all captured in superbly
that compliments the success
ill....a nightmare journey into

CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare you to stop!

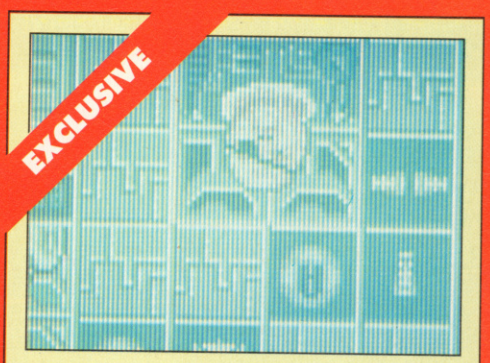
No time for balloonin' around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!



OCEAN SOFTWARE LIMITED
Ocean House, 6 Central Street, Manchester M2 5NS
Telephone: 061-832 6633 (10 LINES) Fax: 061-834 0650

CONTENTS

Fast Forward	6
Big in Japan	10
Entertainment USA	14
Sega City	16
Narly Nintendo	18
NEC Knacks	20
Atari Attack	22
Amstradopolis	24
Commodore Corral	24
Import	78
Sights on CD	82
Hacks & Stacks	84
Budget Blitz	86
Competition	98



Red hot shoot-'em-up action in
ZARLOR MERCENARY 28

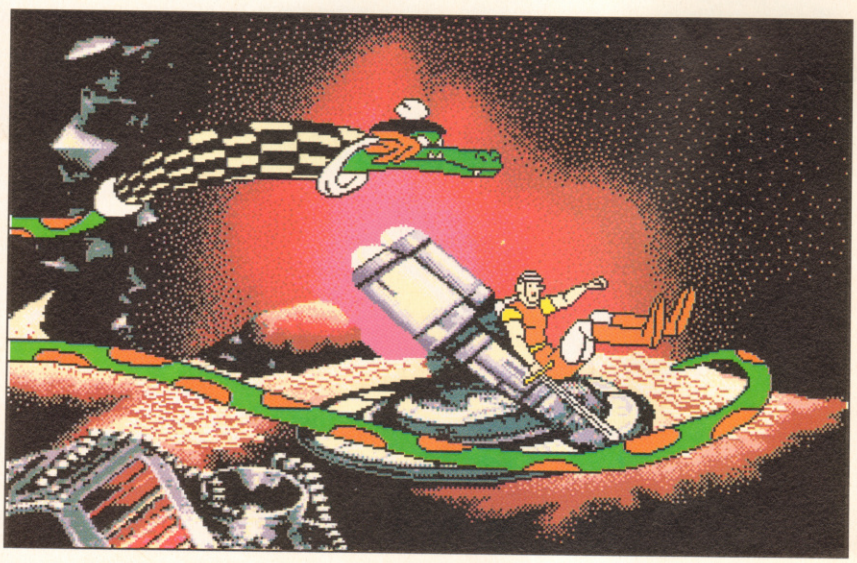
■ Atari Lynx ■

Hewson's Thrust-inspired epic
ZARATHRUSTA 42

■ Amiga ■

LET'S PARTY!...34

Get ready to do the *Time Warp* again as ReadySoft/Empire unleash the sequel to their highly successful graphical extravaganza, *Dragon's Lair.*

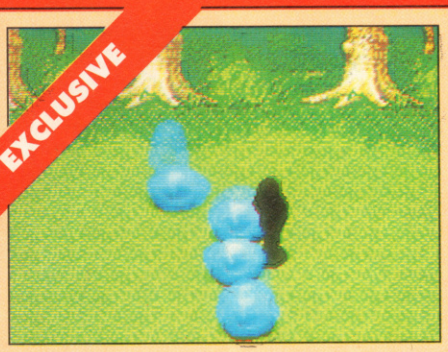


ISSUE FIVE

EDITOR Richard Monteiro. **STAFF WRITERS** Julian Boardman, Les Ellis. **CONTRIBUTORS** Jason Holborn. **JAPAN CORRESPONDENT** Shintaro Kanaoya. **USA CORRESPONDENT** Hank Weinsnotter. **ADVENTURE CORRESPONDENT** Paul Rigby. **COIN-OP CORRESPONDENT** Suzi Uki. **DESIGN & LAYOUT** Ian Chubb, Rebecca Owen **PRODUCTION & CIRCULATION DIRECTOR** Jonathan Rignall. **ADVERTISEMENT SALES EXECUTIVES** John Riding, Mike Hayes. **GROUP ADVERTISEMENT MANAGER** Judith Bamford. **GROUP PROMOTIONS EXECUTIVE** Richard Eddy. **MAIL ORDER** Carol Kinsey. **SUBSCRIPTIONS** Caroline Edwards. **PUBLISHER** Franco Frey.
COVER Mickey Mouse™ © 1990 Walt Disney Company.
Competition Rules: No person who is connected in any way to the Publisher or the competition sponsor may enter the competition. The Publisher reserves the right to substitute prizes of comparable value in cases outside the Publisher's control whether this be for reason of the sponsor defaulting or the product/gift becoming unavailable.

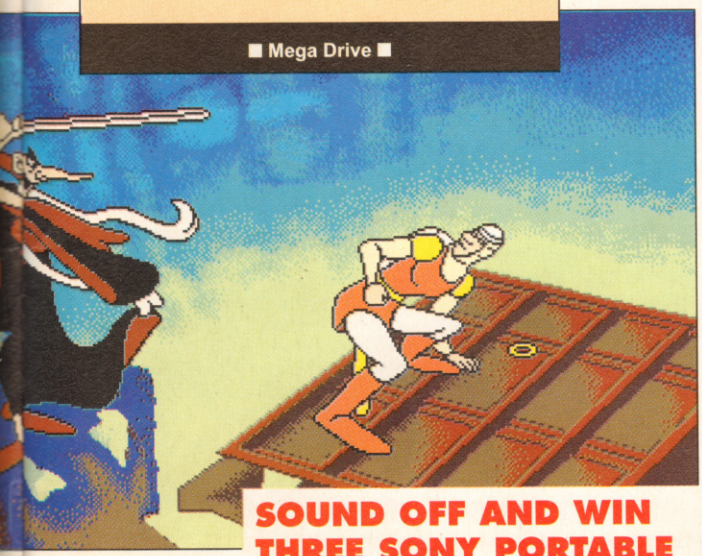
EDITORIA
Tel: 045
PRINTED
Middlese
We cann
right to e

RAZE

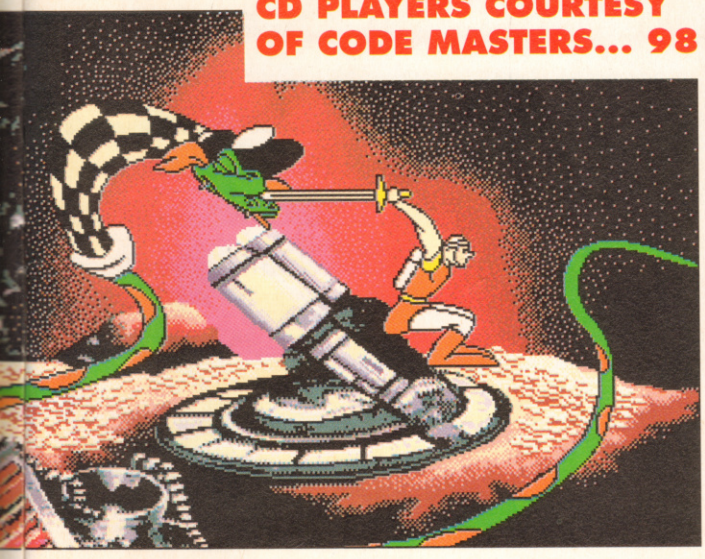


The biggest ever good vs evil RPG
SWORD OF VERMILION...74

■ Mega Drive ■



SOUND OFF AND WIN THREE SONY PORTABLE CD PLAYERS COURTESY OF CODE MASTERS... 98



Consoles

AMSTRAD GX4000	Switchblade	38
ATARI LYNX	Zarlor Mercenary	28
GAME BOY	Bubble Bobble	81
	Head-On	81
	Hooray Henry	81
	Karate Boy	81
	Navy Blue '90	81
MASTER SYSTEM	Mickey Mouse	6
	World Cup Soccer '90	44
MEGA DRIVE	Battle Squadron	54
	Hard Drivin'	78
	Herzog Zwei	58
	Mickey Mouse	6
	Sword of Vermilion	74
	World Cup Soccer '90	44
NES	Bubble Bobble	76
PC ENGINE	Bomber Man	80
	Burning Angels	79
	Hurricane	79
	Thunder Blade	79

16-Bit

AMIGA	ATF II	40
	Battle Command	62
	Defender II	67
	Dragon's Lair II: Time Warp	34
	Eco Phantoms	52
	Elvira	54
	ESWAT	32
	Horror Zombies from the Crypt	60
	Lemmings	30
	Line of Fire	52
	Master Blazer	69
	Pang	58
	Ranx	66
	Wrath of the Demon	53
	Zarathrusta	42
ATARI ST	ATF II	40
	Battle Command	62
	ESWAT	32
	Line of Fire	52
	Pang	58
IBM PC	ATF II	40
	Covert Action	46
	Light Speed	68
	Rise of the Dragon	48
	Stellar 7	56

EDITORIAL ADDRESS RAZE, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086, Fax: 0225 777869. **ADVERTISING** John Riding, Tel: 0225 447453. Mike Hayes Tel: 0457 875229, Fax: 0457 871852. **PUBLISHER** NEWSFIELD LTD, Ludlow, Shropshire SY8 1JW Tel: 0584 875851 Fax: 0584 876044. **MAIL ORDER & SUBSCRIPTIONS** Tel: 0584 875851 Fax: 0584 876044. **PRINTED** BY BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of of the BPCC Group **DISTRIBUTED** by COMAG, Tavistock Road, West Drayton, Middlsex. **A NEWSFIELD PUBLICATION ISSN 0960-7706** © NEWSFIELD 1990. ■ No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, test, photography or otherwise, sent to RAZE unless it is accompanied by a suitable SAE. The publisher reserves the right to edit any written material. The views expressed in RAZE are not necessarily those of the publishers.

STOP PRESS REVIEW

CASTLE of ILLUSION

STARRING MICKEY MOUSE

Forever impressing us with his Donald Duck impressions, Les Ellis encounters one of Donald's greatest pals, Mickey Mouse

Mickey Mouse needs no introduction. The eponymous character of Sega's biggest licensed game – even bigger than Michael Jackson's Moonwalker – has been around now for well over 50 years. Indeed, the expression "He settled for a Mickey Mouse job instead of something challenging" is derived from Walt Disney's most successful cartoon character and his simple-minded attitudes. Even Trivial Pursuit contains a question about MM – who first did the voice for Mickey Mouse? (The answer's Walt Disney himself.)

Mickey's fame was built in the movie theatres of the Forties and Fifties. Who can forget his performance as the wizard's apprentice in Fantasia? (The film has recently been restored in Technicolor and reissued with superb stereo sound.) And there's his faithful dog Pluto and his lifetime love Minnie. Sadly, Pluto doesn't make an appearance in *Castle of Illusion*, but Minnie takes a starring role.

Now Minnie would be any rodent's idea of heaven and Mickey has no intention of losing her. But one day, while skipping hand in hand through the forest, the skies darkened and a deathly cold breeze swept through the land. Out of the trees flew a wicked witch who snatched poor Minnie and whisked her away to the Castle of Illusion. But Mickey wasn't going to have any of this.

Your quest as Mickey starts with you in the forest, wondering which way to turn next. After battling past the various strange creatures in the forest, you will finally get to the Castle of Illusion. Here Mickey meets up with his old friend, the rat, who has taken refuge inside one of the castle walls after an encounter with the wicked witch. The rat saw the witch return to the castle with Minnie and now has inside knowledge of the castle's structure. Using this valuable information Mickey can jump on the guards surrounding the castle and enter under the portcullis.

On entering the castle, Mickey

Oh, Mickey, you're so fine.

© 1990 The Walt Disney Company Produced by Sega Enterprises. Ltd. All Rights Reserved.

Bet you didn't know our Mickey could read Japanese did you? Mickey is now fluent in hundreds of different languages thanks to the largest merchandising campaign in the world. Behind the first door is a strange forest world, once this level is completed Mickey returns to the corridor to try the next door. The door to the completed level now becomes a window. The second door leads into a strange toy world where giant clockwork soldiers patrol to catch unwary visitors. The third level takes Mickey underground and underwater.

Mickey swings over a bottomless pit and reaches for the star that will restore some energy. Being a cartoon character, Mickey never actually dies. Mickey initially has three "tries" in his adventure. Extra tries can be gained by picking up little Mickey Mouse icons.

Mickey meets his informant outside the castle walls. Soon the castle guards make their first appearance, all this follows one of the longest intros ever to a game – you still aren't in control yet.

is faced with the choice of several different doors – now the name of the castle becomes clear. Beyond each of the doors is a completely new landscape which Mickey must travel through if he's to reach his loved one. The many obstacles preventing your progress range from moving tree trunks to mobile mushrooms. Certain items collected on the way will help Mickey's progress. Some will give him extra firepower (Mickey throws apples), while others will increase his energy.

Like the storyline, the game is pure Disney. Animation is, of course, the best on the Mega Drive yet. Similarly, the whole presentation of the game is outstanding. It looks like Disney have had a strong say in the look and feel of *Castle of Illusion*. I bet they gave the programmers hell, but all the sweat and tears has been worth it. *Castle of Illusion* is undoubtedly the prettiest and most lovable Sega arcade adventure you're likely to play this year.

SEGA MASTER SEGA/WALT DISNEY £29.99 ● OUT NOW

MEGA DRIVE

GRAPHICS **96%**
✓ Some massive scrolling backgrounds.
✓ Brilliant animation of Mickey.

SOUND **91%**
✓ Atmospheric effects set the scene.
✓ A great range of cute tunes.

PLAYABILITY **89%**
✗ Pixel perfection makes it frustrating.
✓ A huge variety of levels and tasks

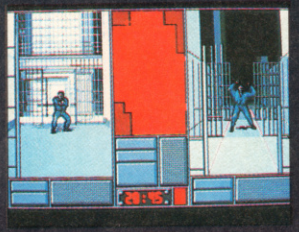
SEGA/WALT DISNEY ● £39.99 ● OUT NOW **92%**

PREVIEW POSTSCRIPT

★ Graftgold (*Uridium, Simulcra and Super Off Road*) are currently working on a new mega game to be released through Virgin. Already the project, with working title of *Realms*, has been in development for seven months and is scheduled for release in the third quarter of 1991. Apparently, the RPG is based in a fractal - generated environment. It will appear on the Amiga, Atari ST and IBM PC, the prices – like the specific content of the game – have yet to be revealed.

★ Gremlin have taken the best-selling board game of 1989, *Hero Quest*, and are planning an all-formats computer release sometime over Easter. The game is an absorbing fantasy adventure where elves, wizards and barbarians do battle with the forces of evil.

★ Prolific French programmers Infogrames have come up with a sequel to their espionage game *Hostages* (which has just been released on budget). *Alcatraz* is based around the high-security prison island in San Francisco bay which was closed down in 1963. The game will be released at the end of February on all computer formats.



Simultaneous two-player action in Infogrames' latest blockbuster, *Alcatraz*.

developed by Virgin for the Amiga and Atari ST. All your favourite characters will be in it, including Fat Slags, Spoilt Bastard, Roger Mellie and Biffa Bacon. Coming from the same software house who brought you *Monty Python* and *How to be a Complete Bastard*, the *Viz* game will certainly be different.

★ *Narco Police* from Dinamic is an arcade strategy game using 3-D graphics as you combat futuristic drug dealers on a tropical island. The graphics look impressive and the game should be out now on the Amiga, Atari ST and IBM PC (£24.99). A C64GS version is also planned for sometime next year.

You're so fine you blow my mind.

BUG BUSTERS

Bug-ridden Les Ellis grabs his aerosol and goes on an exterminating frenzy

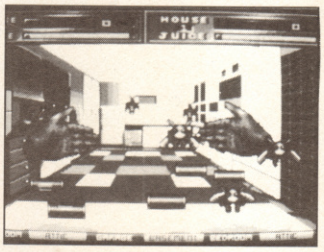
After their last effort, Audiogenic have a lot to live up to. Trying to follow a smash hit like the RAZE raved *Loopz* is no small feat. Puzzle games and Emlyn Hughes behind them, Audiogenic have gone for something completely different... *Exterminator.*

A typical lazy, hot, sunny Chicago day was suddenly brought to life by an ear-splintering scream. The quiet leafy suburb was going about it's normal business when unexpectedly the bugs struck. Millions of the critters appeared simultaneously as if guided by some unseen force. But that was not all; small mechanical toys seemed to be mysteriously bought to life.

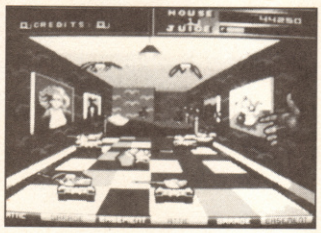
Naturally all this was far to much for the normal pest control authorities to handle. Only one man could be called on in a time of such need: the Exterminator.

You must guide the Exterminator through every room of every house clearing a path through the critters as you go. You can either grab the bugs, pound them into the ground or shoot them depending on the position of the hand which you control. There is also a simultaneous two-player mode in which each player controls a separate hand.

If the preview copy is anything to go by, *Exterminator* will be a damn fine slap-'em-about. It'll be out in February on the ST, Amiga and PC priced £24.95.



In frantic two-player mode you and a friend get to swat bugs simultaneously. Forget insect repellent; this is a hands-on job



.Tanks for the memory. All those toys that you never put away have come to life and now you've got to pound them into dust. You can also shoot the rest of the bugs with your exploding fingertips.

LAST NINJA III

The saga continues. And you thought you'd seen the last of System 3's martial arts arcade adventure in the shape of *Ninja Remix* last month. There's no rest for the ninja warrior as he takes part in *Last Ninja III.*

Fans of *Last Ninja* may remember that in the first game you went looking to avenge your slaughtered mates while in the second you went to the States to kick ass (*Ninja Remix* reviewed last issue is essentially a reworked version of *Last Ninja II*). Phew, we're back to date.

In *Last Ninja III* you're back in black to hack and slash your way through five levels of solid 3-D action.

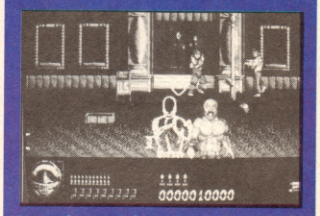
The game style is pretty much the same as in previous missions, with a 3-D view of the world and small but perfectly formed graphics. There are loads of puzzles to solve, and System 3 are dubbing the game a "thinking man's beat-'em-up."

***Last Ninja III* is coming out soon and will be available for the Amiga, ST and C64GS console for £24.99.**

There are five levels in Last Ninja III – four are based in and around a temple, and each has an elemental theme running through it.

PREVIEW POSTSCRIPT

★ *Predator 2*, the movie starring Danny Glover, is to spawn a 16-bit spin off in April. Image Works' game promises some stunning effects as you play a cop trying to solve a series of seemingly motiveless murders. The game promises to be a 3-D sideways scrolling shoot-'em-up. It will be available on the PC, Amiga and ST. The price has yet to be confirmed.



Get tough as you take on the Predator in the sequel to the hit movie starring Danny Glover of Lethal Weapon fame.

★ From the same programming team that bought you *Pipe Mania, Xenon 2, Interphase* and *Exterminator* (see above) comes *Cybercon III.* The game's an action adventure requiring you to fight and puzzle your way through a complex of over 350 rooms. The Amiga and ST versions are to include a wealth of sampled sounds. The PC version will support a variety of graphics and sound cards.

★ Dungeons and Dragons fans will be pleased to hear that Birmingham-based US Gold are releasing *Death Knights of Krynn*, the sequel to *Champions of Krynn.* Price has yet to be confirmed, but a clue book will be available for an extra £7.99.

★ Available in early February is *Excaliber.* The game, programmed by American company Synergistic Software, is a combination of FRP, adventure and combat.

Two against one, now that's not fair for the two. Especially when you have Excaliber on your side.

COMING SOON...

© 1991 Mirrorsoft Ltd © 1990 UCS & Amblin.

IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

BIG IN

Having recovered from Suzy Uki's Christmas bonus, Shintaro Kanaoya joined the throngs in Japan and camped outside a popular store the night before the Super Famicom officially went on sale. This is his account of the sake, seafood and sex freely available on the night.

Minasama yokoso. As you've probably discovered, getting hold of a Super Famicom in the UK is a joke. Believe me, it's tough enough in Japan. I was really frustrated at not managing to pick one up on the day it was released. Never ever shall I spend another 20th of November camped outside a major computer store waiting (with virtually the whole of Japan) for the 21st and the arrival of the Super Famicom. By all accounts the initial run of 300,000 machines have gone – and by the time you read this the second batch will have been sold too. Advance orders have already topped three million!

The launch of the PC Engine and Mega Drive never caused this sort of hysteria. It's odd, but almost anything with a Nintendo brand name seems to send the Japanese into a buying frenzy. Take the Game Boy. On its launch day many small riots broke out when numerous customers walked away empty-handed.

The very thought of people queuing up all night for a games machine in Britain is about as incongruous as a 48-year old Prime Minister. It seems people in the land of the overheated transistor are perfectly happy to reveal their game playing colours.

Just afore I leave the Famicom for another month, a few titles due imminently. *Ys III: Wanderers From Ys, Big Run* (another game based on the Paris-Dakar Rally) and *Actraisers*.

Shining & Darkness **on the Mega Drive. This huge RPG is remarkably similar to *Dungeon Master* and will doubtless set the standard for other Mega Drive RPGs.**

Dungeons and Mega Drives

There's a huge *Dungeon Master* clone about to be unleashed on the Mega Drive: *Shining & Darkness*. The game comes on an 8Mbyte cartridge and features battery back-up. An 8Mbyte cartridge holds more information than nine packed Amiga, ST or PC disks. As you can imagine the game has enormous depth. The battery back-up lets you save your position during the game; vital in any adventure game.

Shining & Darkness is a blatant rip-off of *Dungeon Master*, but that's Mirrorsoft's worry not mine. You control three pre-chosen characters – a fighter, a priest and a magician. It's a shame there isn't a wider selection of controllable characters as this is the main attraction to D&D-style games.

The enemies you fight are standard skeletons, orcs, ghosts, dragons, not-so-ordinary big-foots, and evil paté and pumkin heads. There are loads of different items like weapons and magic spells to collect.

The reason the game looks so good is that it's the first of its type on a powerful machine like the Mega Drive. Obviously not as exciting as *DM*, but something of a first for console gamers.

Next is a conversion of one of my favourite arcade games: *Crackdown*. It won't take you long to get to grips with the game as the basics are very simple. Your aim is to plant bombs, chew bubble gum, kick ass and get the hell out of the place before it blows. And guess what... you're all out of bubble gum.

Wrestle Ball looks as though it could gain a cult following. It's a cross between the robotic American football game *Cyberball*, the hard hitting futuristic soccer simulation *Speedball*, and the frantically fast *Kick Off*. You and an opponent (either human or silicon) can choose from eight fighting styles, including Namco (the lads with Pacman symbols), wrestling, judo, Sumbo, and Tae-Kwon-Do. You can kick the ball, dribble it or pick it up and run with it. In addition, there are fist-in-face and knee-in-crotch moves that have to be mastereed.

As well as that lot above, there are loads of shoot-'em-ups, including *Dangerous Seed, Aero Blasters, Alisia Dragon, Midnight Resistance,* and *Blue Almanac.*

Finally, on the Sega subject, two Game Gear titles to watch out for: *Super Golf* and *Junction*. *Super Golf* is a pretty standard gold game with a neat feature allowing up to four players to compete simultaneously.

Queues started forming outside computer hardware stores in Japan the night before the Super Famicom was released. An estimated three million advance orders were placed before the machine officially went on sale.

After the revelation of the Tera last month, here's news of yet another development along similar lines: an 8-bit Famicom (NES to you lot) and an IBM PC in one box. The Duo FC is an American idea and comes in two versions. The standard Duo FC includes a Famicom and an 8088-based PC motherboard while the Dup FC Plus is a Famicom plus an 80286-based PC.

JAPAN

Junction is a variation of *Confusion* and the more recent release *Pipe Mania*. Basically, you've got to lay down tracks. All the while there's a spark burning along the track. If the spark hits the end of the track you're finished. Extremely easy to get in to; a lifetime to recover from.

You can call me Ivor

And lo we make it to the PC Engine. *Ys III: Wanderers From Ys* is a CD-ROM title crammed with animated and still images. Apart from the pretty pictures during the intervals, there's little positive to say about it. The game's a 2-D RPG/arcade adventure. At the risk of sounding negative, save yer yens and avoid this game. Better still, take out a subscription to RAZE. Even better, buy me a large cask of sake for my Birthday.

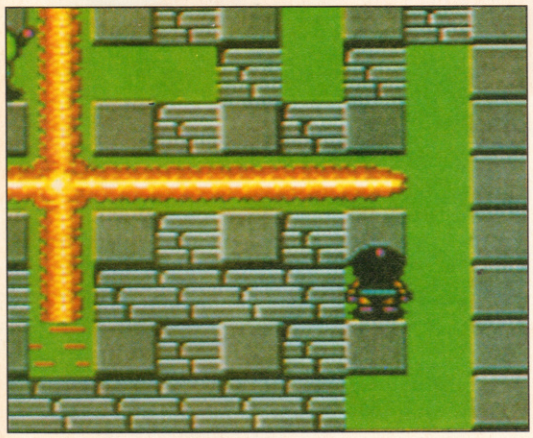
Much more satisfying is *Bomber Man*, a conversion of an ancient Famicom game. You are *Bomber Man*; cute, round-headed and part-time bomb planter. On the Engine up to five people can play simultaneously. In single-player mode you have to kill all the creatures within a time limit. In multi-player mode, it's a case of last-one-standing wins. During a level there are numerous items that can be picked up. For instance, skulls reduce your bomb's explosive effectiveness and make your movements slower, flames increase your bombing power, and inversed bombs let you deposit more than one bomb.

Bomber Man is the first game that is compatible with the GT's multi-player link. Sadly only two players can join in on the GT version, but at least it's a step in the right direction.

I mentioned this last month, but just have to mention it again. *Moto Roader II* is sex on wheels. A climax with a crank shaft. Lust in a Lada. Well, all but that last one. This is the king of car racing games. Speed, weapons, busty girls dishing out phallic trophies... Rev those motors. Feel the throb. Orgasm across the finish line. Phew!

From the physical to the spiritual. *Master of Monsters* on CD-ROM is a monster simulation game. The game map is divided in hexes and the territories split in two. You choose to be either Chaos or Low (apparently this has something to do with Good). Depending on the side you select, you'll either face an array of good guys or a bunch of bad lads. Your objective is to destroy the leader of the opposing force. The graphics are some of the best to appear on the Engine to date and the whole game looks surprisingly sophisticated.

On that note, I shall exit in the manner I entered: minasama yokoso. Abayo.



Bomber Man on the PC Engine. Superb multi-player bombing action. Similar to *Bombuzal* only far better.

RELEASES IN BRIEF

GAME BOY

Go! Go! Tank – you've played the BASIC listings version, now try the inch-high Game Boy rehash of the classic *Bomber* game.

Mickey Mouse II – deep down you knew you had a song brewing. So, all together: "Hey, Mickey, you're so fine..."

R-Type – it seems the shoot-'em-up previewed last issue is about to burst onto the scene. Fast, furious and immensely playable.

GAME GEAR

Junction – remember Pipe Mania? Well this is similar. You lay down tracks until a spark catches up with you. Fiendishly addictive.

Super Golf – par putt, birdie, eagle, doggy doo. All your favourite phrases plus a four-player competition mode.

MEGA DRIVE

Crackdown – conversion of the simultaneous two-player coin-op. Plant bombs, kick ass, and run for your life.

Shining & Darkness – one of the first in-depth RPGs for the Mega Drive. A huge game taking up 8Mbytes of storage.

Wrestle Ball – mix together *Speedball, Cyberball, Kick Off*, American football and Australian rules football. This is the result.

PC ENGINE

Bomber Man – absolute mayhem as you and up to four buddies can blow the hell out of each other. Brilliant.

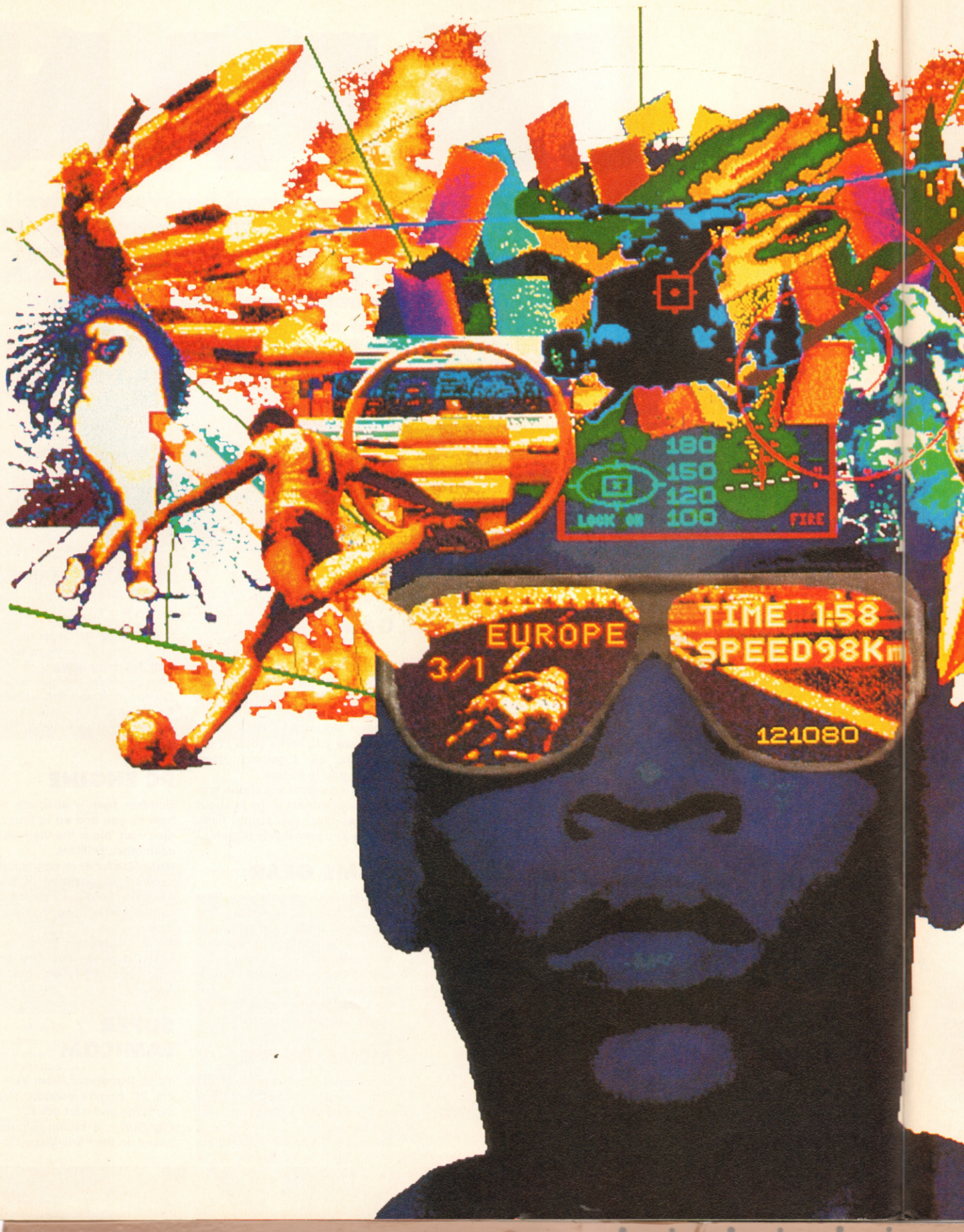
Moto Roader II – it's so good we decided to mention it again. Another fabulous multi-player game in which you race around a track.

Ys III: Wanderers From Ys – a CD-ROM RPG with very pretty stills and animation, but little else.

SUPER FAMICOM

Ys III: Wanderers From Ys – like the PC Engine version, but on cartridge and a lot better.

Big Run – a racing simulation based on the Paris-Dakar Rally.


180
150
120
LOCK ON
100
FIRE
EUROPE
3/1
TIME 1:58
SPEED98Km
121080

The
ONLY
OFFICIAL
SEGA
MEGA
DRIVE
play...
and replay
... and play and play and play.
The SEGA MEGA DRIVE Games Console is like that.
You think you've mastered it. Hey, after all, it's only a 'game'.
You're feeling good — huh, man vs box of microchips ... Do me a favour ...
Then it wipes the floor with you, leaves you feeling like so much
dirty laundry and laughs in your face ... loser.
The SEGA MEGA DRIVE Games Console —
with 16-bit Power ... your fingers become weapons.
£189.99 includes free game — 'Altered Beast'.
SEGA
from Virgin
Available now from selected outlets of Comet, Currys Superstores, Dixons, Rumbelows,
Selfridges, Toys 'Я' Us, Virgin Games Centres and independent computer stores.

entertainment USA

After a bad bout of influenza, Hank Weinsnotter clears out his back passage and deposits the latest news from America

They might be teetering on the brink of financial ruin but those chirpy chaps from Activision have opened the floodgates with some great new releases. Let's hope this puts them back on the map and gets a few dollars in their pocket. For the Game Boy is *Heavyweight Championship Boxing*. You can throw upper – nnnnghh – cuts or jabs or even – aaargh – hooks! Could this be too much to handle for the little Game Boy? It also sounds a bit violent for peace-loving Nintendo. Still, who cares!?

You fight up to six contenders from around the world. The game has a close-up first person view for the fighting sequences, with a third person view of the ring showing the "down for the count" sequence when your fighter is flat on his back. The game has loads of little intermediary screens showing your fighter's stats, and celebrating your victory. The fun bit comes when you link you two Boys and play head to head. Just like in the real thing, you must work your way up though the ranks, finally challenging the world champion. You know what, "I coulda been a contender."

FIVE...FOUR... THREE...TWO...ONE

"Thunderbirds are GO!" I wonder what happened to the guy that did that countdown. I bet he's doing voiceovers for some breakfast cereal company in South Carolina now. Hmm, anyway Activision have just released the shoot-'em-up Nintendo version of the cult TV series. It comes complete with nine the end of each) and "splash" screens detailing what's happening. You can control a variety of aircraft, with lots of weapons and power-ups. And from the screens I've seen, Parker doesn't get a look-in.

23RD CENTURY GROOVIN'

Out soon on the Amiga and IBM PC is a new strategy game from Sim Systems called *Fireteam 2200*. Set in the 23rd century it is a game of tactical combat between armoured air and ground units.

Mega-corporations have the wealth and the technology to colonise the world's orbiting distant suns. But finding a rich new world to colonise is easier than keeping it. That's where you come in. Fight alone or command a fireteam of up to 16 units, with over 30 combat vehicles with 35 different weapons systems, realistic line-of-sight, head-to-head modem play... The normal sort of thing for strategy addicts.

FAT ATTACK!

The year is 2550 with your host, the very lovely, Mondu-the-Fat. In Activision's *Mondu's Fight Palace* for the Mega Drive you have one of the weirdest beat-'em-ups around. Two strange creatures, each with their own special moves and weapons, fight each other to the end. Each character has ten different ways to attack. For example, Edwina has her vicious hairdo (I kid you not).

A nice roleplay shell is included as you watch your fighter develop from a mere green rookie to a world champion. You may have already seen this game under the title Fatman.

TMNT – AGAIN

Yes, those half-shelled ones are back in *TMNT – The Arcade Game* Ultra has acquired the rights to the popular arcade version and have pulled out all the stops with this whopping great 4MB Nintendo version. Not only have all the levels of the arcade version made it into the game but three additional levels have been programmed! Expect our heroes to try and keep their balance on their skateboards and also spend a level in an "Ultra"-modern castle. With the new MMC3 chip set in the latest NES, the one- or two-player game should be flicker free!

The population of America in 1980 was 226,504,825.

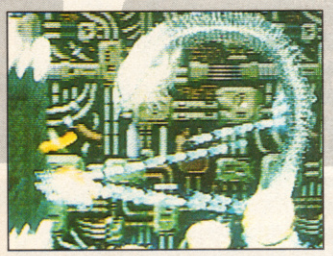
No sooner have Origin released the splendiferous *Wing Commander* and mission disk than they're working on *Wing Commander 2* and a new Worlds of Ultima game based on Mars

FABULOUS FAMICOM

The Nintendo Super Famicom may not have been released over here yet but I have heard some game news and seen one or two piccies of forthcoming releases to whet our appetites.

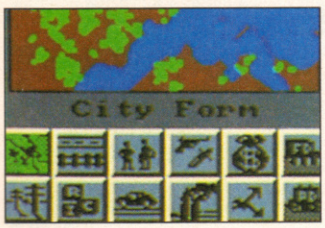
R-TYPE 2

Duplicating virtually all of the elaborate backgrounds and huge animated guardians, *R-Type 2* looks to offer the same intense flicker-free action normally seen in the arcades.



GDLEEN

Seta's first Super Famicom cart is an RPG. Travel through a monster infested countryside fighting with beings to earn experience points and gold. Visit the towns to buy strong armour and weapons and chat to the people to learn more about your quest.



SIM CITY

Hmm, that one as well.

POPULOUS

Yes, that's coming too.

SUPER DARIUS

Taito is converting its older arcade shooter for the new 16-bit system. Featuring smooth horizontal scrolling, multi-dimensional backgrounds and huuuuge end-of-level guardians, this game looks to be identical to its arcade cousin.

SUPER DEFORMER

This new quest/adventure game, set in 3/4 overhead view perspective, will be Banpresto's first SF game. Choose one of three characters, explore sky-high kingdoms and battle aliens.

DYNAMITE BOMBUZAL

This one's being produced by British company Mirrorsoft. Hop from block to block in this lively puzzle game set in either overhead or 3/4 overhead view. Your goal is to blow up all of the bombs in that level.

ULTRAMAN

Bandai are bringing one of Japan's famous animated characters to life on the Super Famicom. Take on giant 25,000-ton dinosaurs, lizards and monsters in this side view action game. Punch, kick, flip and throw the beasts to stop them before they destroy the country.

HOLE-IN-ONE GOLF

Try for par in one of the most graphically realistic golf simulations ever made. Where fairways were once flat and level, they now have visibly distinct mounds and depressions. Sand traps have lips and greens now have grain and multi-dimensional rolling slopes.

DRAKKHEN

Yes, even the French are at it!

NES

RAD 'N' BAD

New on the Nintendo from Activision is *The Adventures of Rad Gravity*. With ten worlds, including the never seen before 'upside down planet' where reality is stood on its head, and promises of lots of puzzles on every planet you could have your hands full. There are hundreds of "strange and wondrous creatures", an "engaging" storyline and a promise of a surprise ending, so Activision hope that Rad will top ol' Mario in the popularity stakes. It'll have to be good to do that – very good indeed.

PRINCESS TOMATO

On the Nintendo, *Princess Tomato* of the Salad Kingdom (what'll they think of next!) has, yawn, been kidnapped by the evil Mister Pumpkin. You are the brave, er, Sir Cucumber who must venture through the countryside to the foot of the Zuchini mountains where the pumpkin castle is. Designed for the younger player I would imagine.

PALAMEDES

Hot-B has a new type of puzzle game for the Nintendo which combines dice with poker. In this you have the die at the bottom of the screen. Change the number on its face to match up with the one that is falling. The die then appears in your hand. Your goal is to make as good a poker hand as possible.

DR MARIO

The doctor is in! It seems that there are nasty viruses floating around at Nintendo and Mario has to destroy them with an overdose of vitamins. Colour NES version of the Game Boy hit

GAME BOY

PIPE DREAM

In this mind teaser you must become a speedy and efficient plumber. Different shaped pieces of pipe appear on the side of the screen. Take 'em and connect 'em to make a continuous pipe. Stay ahead of the filling water! American version of *Pipe Mania*.

PC ENGINE

TV SPORTS FOOTBALL

This successful 16-bit computer game finally arrives on the PC Engine.

SUPER STAR SOLDIER

The original *Star Soldier* was one of the best vertical scrolling shoot-'em-ups made for the PC Engine. Now witness the sequel which proves to be every bit as good – if not better.

MEGA DRIVE

MICKEY MOUSE

Makes his Mega Drive debut with this phenomenal new adventure game. Imagine perfect animation and spectacular sounds with realistic parallax scrolling. Now try to visualise the best graphics ever seen on the Mega Drive and you might get part of the picture. Including new screen techniques like screen flips and layering of graphic screens to duplicate the translucent look of water! There are seven levels up to and in the enchanted castle, fighting with jack-in-the-boxes, toy airplanes, clowns and toy soldiers. But this game's not for kids. There are lots of hidden passageways, bonus rooms and secret areas – it even outdoes the Marios!

DYNAMITE DUKE

Grab your AR-15 and start blasting away at anything that moves in Sega's interpretation of how *Operation Wolf* should have been done on the Mega Drive! Based on the old Fabtek coin-op, *Dynamite Duke* is a first person perspective type shooter where you take on a whole battalion of infantrymen with rifles, grenades, etc. Some items hide more ammo and others restore your health. End of level guardians are included.

America covers 9,363,405 km².

The latest controller from the ASCII Corporation allows slow motion and turbo play. Turbo means you get rapid fire with all the lights flashing!

SEGA CITY CITY CITY

by Julian Boardman

Did you receive a Sega console for Christmas? If you did, welcome to the only dedicated Sega column around. If there's anything to know, you'll see it here first. Read on and all will be revealed

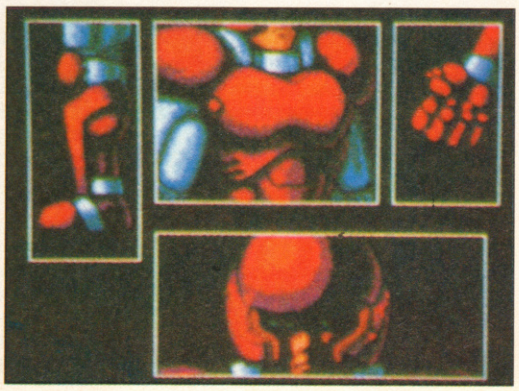
Virgin/Sega have a bundle of Mega Drive games lined up for 1991. Just get a load of this lot: *Arnold Palmer Golf, Columns, Cyberball, ESWAT, Herzog Zwei* (madeupname), *Moonwalker, Phantasy Star II, Super Monaco GP, Mickey Mouse, Super Real Basketball* and *Sword of Vermillion.*

And for the Master System you lucky people can also look forward to *Mickey Mouse* and that Sega favourite *Moonwalker.*

It would also appear that Sega have a new styling for the Master System in mind. They plan to introduce a Master System II, which should be aesthetically more in line with the Mega Drive's styling. But do not fear, software compatibility will not be affected, all Master System games will be compatible with both systems.

Rumours abound that Sega are also planning to release a Mega Drive II in the near future. Personally, I take all these "enhanced machine" stories with a pinch of salt. Do you really think Sega would bring out a new machine now, just as they are about to clean up in the British console market? The sequel to the Mega Drive is rumoured to have all the hardware capabilities of the Super Famicom, Nintendo's new wonder machine. Virgin, Sega's spokespeople in the UK, were extremely reticent about making a comment. The general feeling is that this is no more than idle speculation on the part of certain trade publications, and that no changes are planned for the Mega Drive.

If any of you are still having no luck in finding the brilliant *John Madden's Football* for your Mega Drive, then try Toys-R-Us. The massive chainstore bought the large majority of Electronic Arts' pre-Christmas shipment from the States, leaving next to nothing for the rest of the UK retailers. They were obviously impressed with the game's success in the States and thought they would try to corner the market over here. That's capitalism for you.



Inspired by *Speedball*, the futuristic *Wrestleball* invites people like the Pac-Team to take on the judo players from Japan.

ATOMIC ROBO-KID

TRECO ● £35.00 (import)

Gosh! Look! A shoot-'em-up on the Mega Drive! Geee, what a surprise!

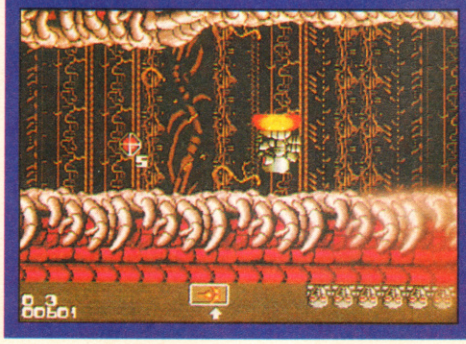
Atomic Robo-Kid is a direct conversion of Activision's release of earlier this year, and to be honest very little has changed from that version.

The scenario is disturbingly unpretentious. Basically, the Robo-Kid has just graduated from the university of space combat and is now on his first mission: to penetrate deep into enemy territory and destroy everything that moves. Hardly original but it saves paying somebody to make up some totally implausible case history of a boy who's trying to avenge the death of the whole planet.

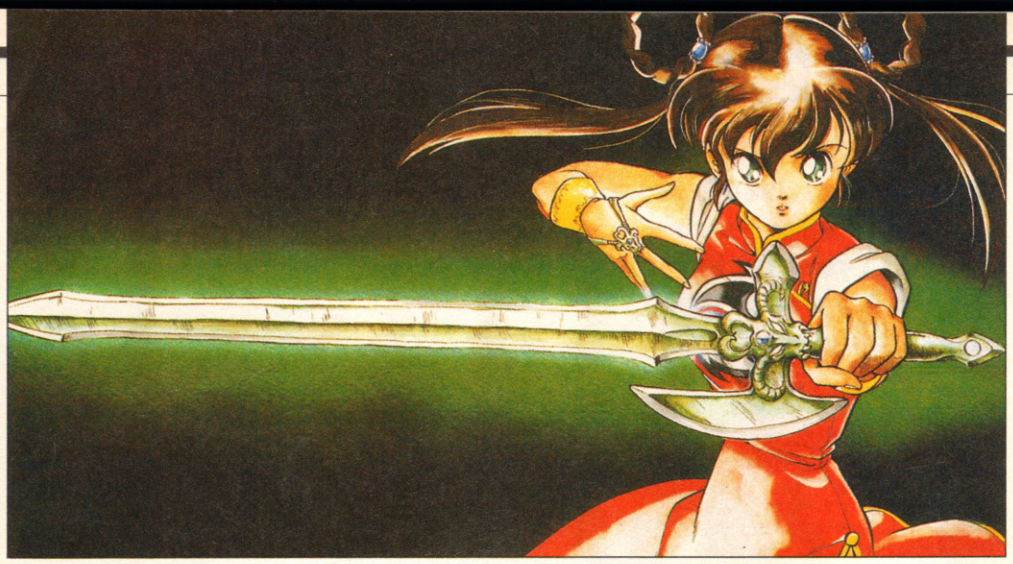
This bloke can walk and fly despite the fact his squat appearance makes him look like more like a bottle bank than a fighting army. But as he does manage to fly along he can also shoot things, including all the big hairy creatures and huge robots that try to stop him.

Along the way he can these big mosquito thingies who leave power-ups for him. There is only one sort of power-up but shooting that will make it rotate through the options available to the newly graduated fighter. These include: directional bombs, three-way lasers, wide-beam lasers, and five-beam lasers.

Even by today's standards this game is ridiculously difficult. This is mainly because of the amount of wall-mounted lasers that shoot in your direction, they make things bloody difficult, as if there weren't enough problems with all the rest of the buggers firing at you. It soon becomes more of a devious platform game, but with a lot of fast action, as you try to work out ways of getting past the combinations of guns, gates and robots determined to thwart your every move.



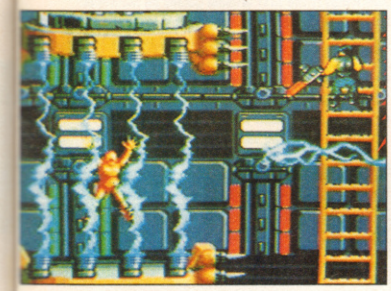
Fun and playable, but certainly nothing new.



HEADS UP

Look out for a game called *Head Buster* on the Game Gear. It's just coming out in Japan and features a heavily armed robot, looking much like ED 209 from *RoboCop*, blasting the crap out of all and sundry. There is also a head-to-head option so two of these muthas can fight each other via the cable link.

Vector graphics have hit the Mega Drive! There's *Hard Drivin'* (see Import reviews in this issue) and something called *Star Cruiser*, a 3-D shoot-'em-up that looks as though it could be quite impressive.



Can you resist the temptation to pop out at midnight and get the latest arcade conversion for the Mega Drive?

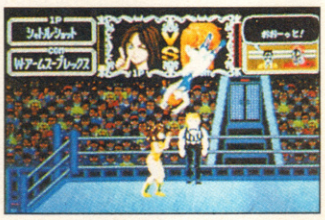
Future sports are also coming to the Mega Drive. Something called *Wrestleball* seems to be the game most likely to be doing the business in the land of the rising whale cull in 1991. Seven-men teams take each other on, fighting to the death on a 100-yard, solid-floored pitch. There are both endzones and goals so that both touchdowns and *Speedball* style goals can be scored. Sounds like a nightmare to me.

Midnight Resistance, Taito top coin-op, should be hitting the Mega Drive in Japan fairly shortly. However, the problems of rotating the gun that plagued the 16-bit computer versions may still be evident. We shall have to wait and see.

GIRLS ON FILM

For those of you out there who enjoy a bit of female wrestling, either watching or taking part, we have got the game for you. *Ringside Angels* features a whole collection of nubile young women just dying to roll around on the floor with other such females. I've always been a *big* sports fan so this one will definitely be on *my* shopping list – for review purposes only, you understand.

ASCII Corporation, producers of numerous controllers for the PC Engine, have just released a rather special controller for the Mega Drive called, originally, the Mega Pad. As well as the usual three buttons and the four-way, there's also autofire on buttons B and C, and slow motion and turbo functions. Sounds like a mad way to play around with games and increase either your score on the game or the difficulty of it.



Wrestling as it was meant to be; ladylike and dainty – or is it? Let's hope not as the girls jump in the ring and get down to the armlocks and back splashes in *Ringside Angel*.

CALLING ALL SEGAPHILES

Whether you've just received a Mega Drive or have owned one for years, you're bound to have been playing it all over Christmas. And with so many hours in front of the console, you must have come up with great tips on your favourite games. Even if you haven't, you can have your say on the Sega world by writing to *Sega City, RAZE, Unit 3, 7 Back Street, Wiltshire BA14 8LH*. The best tip of the month with get a cart for their Sega.

MEGA DRIVE TOP TEN (JAPAN)

1. Super Monaco GP
2. Strider
3. Columns
4. Burning Force
5. Rainbow Islands Extra
6. Axis
7. Moonwalker
8. Hellfire
9. Thunder Force 3
10. Cyberball

MEGA DRIVE TOP TEN (UK*)

1. John Madden's Football
2. Golden Axe
3. Populous
4. Ghouls 'n' Ghosts
5. Revenge of Shinobi
6. World Cup Italia
7. Forgotten Worlds
8. Mystic Defender
9. Budokan
10. Super Hang-On

*Unfortunately, due to the pressures of Christmas, Sega were unable to furnish me with a UK top ten, so these are my predictions for January 1991. I'll let you know how close I get next month.

GHOULS 'N' GHOSTS

Mega Drive

The middle of the second level will reveal a monster sitting on some skulls. Don't bother attempting kill him, just run past and head for the earthquake section. Even if he does kill you, you will restart at the beginning of the earthquake section beyond him. Thanks to Sean Doherty of Wigan.

ALTERED BEAST

Mega Drive

To have the power to change your ego on all five levels, according to Darren Baker of Eccles (cake) near Manchester, you must follow these instructions. Hold down A, B and C then the pad down and left and, hey presto, power is yours.

VIGILANTE

Master System

On the title screen hold up and left, then press buttons 1 and 2 at the same time. After a few moments a level select will appear.

R-TYPE

Master System

For this one you will need two controllers (and a few friends). Turn the system off and hold down and left on the left controller whilst pressing up and left on the other. Now turn the machine on and press button 1 to start the game. Fingers (and arms) crossed, your ship should be invincible. Both the above came from Derek Godat in Indiana, USA. Overseas tips are always nice to see.

STRIDER

Mega Drive

Gareth Linton of Suffolk has generously provided us with a cheat for a continue option. Whilst the laughter of the Master is still ringing in your ears after your death, press these buttons in this order: A, C, B, C, A and Start.

SPACE HARRIER II

Mega Drive

Switch on the machine and press buttons A, B, C and right on the joypad simultaneously to get to a jolly useful options screen.

THUNDERFORCE II

Mega Drive

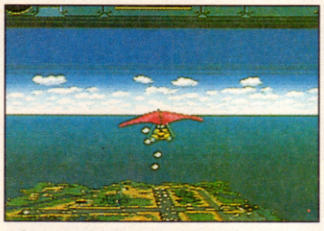
Press button A and Start simultaneously to get to the options screen.

...Sega pudding.

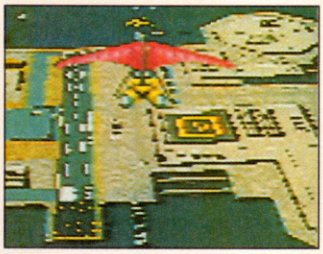
NINTENDO NARLY

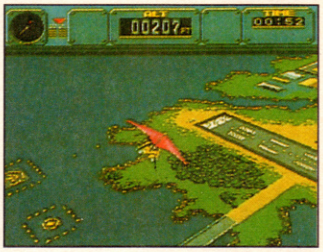
After the massive Nintendo sales, yet more people are experiencing Nintendomania. Hold onto your seats for RAZE now brings you a full pictorial guide to the newest Super Famicom releases...

After a look at the technical specification of Nintendo's 16-bit Super Famicom last issue, I thought it was about time we looked at some of the amazing software available for the latest console from Japan. Old English proverb say, "Software support maketh the machine". If that's true, Nintendo have one hell of a console on their hands. Just take a look these pictures of the first SF games and judge for yourself.

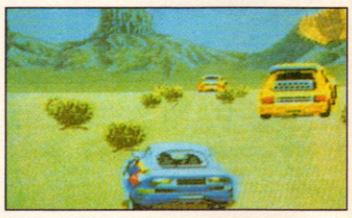


Pilotwings on the Super Famicom is the ultimate flying game. It's not really a simulation, but it'll be the most fun had in the skies since Chuck Yeager broke the sound barrier.
You have a choice of three types of air travel: sky-diving (with parachute), glider or bi-plane.





Pilotwings is the first original games on the Super Famicom that shows what the 16-bit console corker can really do in the graphics department. *Big Run* was one of the very first games to be destined for the Super Famicom. Driving a Porsche 959 you race over all types of terrain, from deserts to dirt tracks. The game is based on a Jaleco coin-op of the same name.



French software house Infogrames were quick to jump on the Super Famicom bandwagon with announcements of both *Sim City* and their popular RPG *Drakkhen* for the SF. The latter is well into development and is hoped to be released by March.

THE DUFFER'S GUIDE TO NINTENDOMANIA

Nintendo have been around since 1889. They started out life as a Japanese playing card manufacturer, moving into electronic hand-held games in 1970.

★ Their first video games unit was called the Famicom (Family Computer) and released in Japan in 1983. Two years later – and after sales of 6.5 million – the Famicom was launched in the USA under the title of the Nintendo Entertainment System (shortened to NES). The NES didn't reach Britain till 1986.

★ Despite the technology being eight years old, the NES is still the world's best-selling home video machine, with worldwide sales of almost 50 million units.

★ The first NES "game-pak" to sell over a million copies was *The Legend of Zelda*. This has since been superseded by *Super Mario Bros* with sales of more than ten million!

★ Nintendo claim to hold a 92% share of the US video game market – which was worth about $3.4 billion in 1989.

★ The full Nintendo sales mania (led by Mario) has yet to hit the UK. By the end of this year we can expect to see Mario bed spreads, underwear, T-shirts and, possibly, cereal.

★ Nintendo US have a hotline manned by 80 "games counsellors" answering queries from confused gamesplayers. They receive around 80,000 calls a week. A UK equivalent, with six counsellors, is being set up. They hope to receive around 7,500 calls a day by October.

★ The first Game Boy game-pak to enter the UK Gallup chart was *Super Mario Land* at number 19 in the second week of December 1990. *Batman* on the NES zoomed in during the same week at number 18, also making a first appearance for the video games unit.

★ Some of the top stars who own Nintendos are Michael J Fox, Robin Williams, Whoopi Goldberg, Tom Hanks, Bruce Willis and Tom Cruise.

NES TOP TEN (UK)

1. Excitebike
2. Kung Fu
3. Skate or Die
4. Airwolf
5. Duck Hunt
6. Simon's Quest
7. Gumshoe
8. Baseball
9. Rush 'n' Attack
10. Batman

by Cole Trickle

One in four American homes have a NES.

1991 PREVIEW

A look at the first official Nintendo releases of 1991.

GAME BOY

Revenge of the Gator – Played over three scrolling screen areas, pinball finally hits the Game Boy.

Kwirk – A cross between *Solomon's Key* and *Tetris*, and therefore VERY addictive.

Fortress of Fear – Based on the original Wizards and Warriors idea from Rare, this is the tenth game in that series. Reviewed in Import last issue.

Double Dragon – Total mayhem in the hand-held version of the old arcade beat-'em-up. Two-player compatible.

Spider-Man – Mary Jane gets kidnapped and Peter Parker in arachnid form must swing his way across the city to rescue her.

NES

Mega Man 2 – The world's toughest hero returns to battle it out with Dr Wily, the world's most evil megalomaniac.

Stealth ATF – Sadly, it looks like another *Afterburner* clone.

Ghostbusters II – Could be one of the most graphically impressive games for the NES this year.

Pinbot – A space age pinball game that looks like it'll give the PC Engine's *Devil Crash* a run for its money.

Snake, Rattle 'n' Roll – In typical Rare fashion this game is totally original and full of humour.

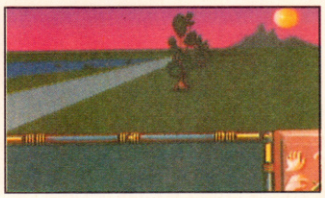
Solar Jetman – Another Rare creation, where Jetman reprises his role as the intergalactic adventurer of the classic Spectrum games, *Lunar Jetman* and *Jetpac*.

Duck Tales – Designed by Disney to appeal to the younger NES owner. Looks cute and plays hard.

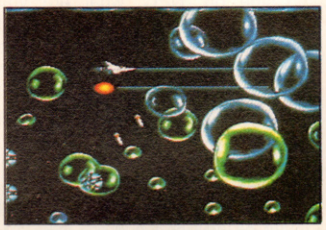
Bayou Billy – Arcade adventure where Billy must save his girlfriend Annabelle from a fate worse than death – a night out with Gordon! Uses the Zapper Gun in some levels.

Super Off Road – Updated version of *Super Sprint* with all the playability and more than enough pick-ups.

Every console must have its launch version of *Ghouls 'n' Ghosts* and the SF is no exception. When the Mega Drive was launched in Japan, *G 'n' G* was the game that everyone was talking about. Judging by the outstanding graphics in the Super Famicom version, the same could be said here.



After looking at *Arnold Palmer's Golf* on the Mega Drive, I was a bit worried about leaving the Nintendo camp for a decent golf game. However, I needn't have fretted for Hal Laboratory have announced *Hole in One* for release on the Super Famicom in February. Great graphics, like reflective water, and some good intermission screens showing things like the club house and a 3-D map of the hole should make this the best golfing game EVER!



Actraisers is a strange title for a game, perhaps this one should be called Hellraisers as the action is so violent, the opposition will be raising hell every time you pick up the joypad. In tasteful Japanese tradition, Quintet released *Actraisers* just in time for the peace-giving Christmas season.

If there's one game that nearly every Nintendo console owner has played it must be *Gradius* (aka *Nemesis*). The *Gradius* series has now become a trilogy with the release of *Gradius III* on the Super Famicom last month.

NES TOP TEN (JAPAN)

1. Dracula Junior
2. Dr Mario
3. Rockman 3
4. SD Gundam
5. Super Mario Bros 3
6. Last Armageddon
7. Tetris
8. Dragonball
9. Captain Tsubasa 2
10. Super Mario Bros 1

GAME BOY TOP TEN (JAPAN)

1. F-1 Race
2. Dr Mario
3. Super Mario Land
4. Tetris
5. Twin Bee
6. Aleisa
7. Pac-Man
8. Golf
9. Parasoil – hem – be
10. Radar Simulation

ROBOCOP

NES

After RoboCop is killed, press A, B, SELECT then START. You will now return to the title screen with unlimited continues. Thanks to top tipster Derek Godat from Indiana, USA.

POW

NES

Press A, B, B, UP, UP, DOWN, LEFT and START on the tile screen and you will get 20 lives when the game starts. Another useful tip from our American pal, Derek.

COBRA TRIANGLE

NES

If you keep pressing A before every stage, you will pick up 1,000 points. Similarly, if you hold down left while you jump at the end of every stage, you will pick up 1,000 points for each spin. Much gratitude on bended knee to Sean Sadler from Manchester.

TETRIS

Game Boy

With *Tetris* coming free with the Game Boy, I've been absolutely flooded with tips for the classic Russian puzzle game. Here's another *Tet* tip, this time from Jonathan Foley in Colchester. Press down and start on the title screen and a heart will appear confirming you have chosen the super fast game.

CASTLEVANIA

Game Boy

Jonathan Foley has been hard at work finding the extra lives. Level one: Using the powered-up whip, shoot the token with the fireball and the 1-UP will fall to the ground. Level two: Run and jump across all three moving platforms, but don't use your whip in the air. Level three: Wait for the ceiling to fall then hit the tower four times. Quickly run back to the torch, jump and whip it to collect the 1-UP.

28 DAYS AWAY!

Next month I'll have an EXCLUSIVE interview with the top guys at Nintendo's official distributor Bandai. They'll revealing plans for 1991, their hopes for the Game Boy and, perhaps, a bit of news about a UK release of the Super Famicom. It'll all be in the next issue of RAZE so don't miss it.

If you've got any queries or questions about any Nintendo-related subject – games or hardware – send them to the usual address. Similarly, if you have any cheats or hints on Game Boy and NES send them to *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge BA14 8LH*. Sender of the best tip/letter gets a game cart for their machine.

One in three Japanese homes have a Famicom.

NEC KNACKS

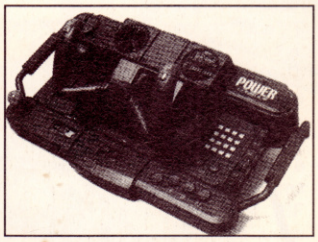
by Shintaro Kanaoya

Konnichi wa, dudes. You're staring at the only page 100% dedicated to the PC Engine and its many clones. For the hottest gossip, most comprehensive tips and the latest game releases for the Engine, stick right here.

The PC Engine is now a three-button machine. Well, in a round about manner. NEC Avenue have just released a joypad with three fire buttons (rather than the standard two) plus the usual Select and Run buttons.

In truth the third trigger is nothing more than a convenient button which can act as either Select or Run. Via a couple of switches on top of the joypad, you can determine which key the third button emulates and the speed at which it auto repeats.

At first this may seem a daft thing to have, but consider the following.



The Power Console: where is it?

You can, for instance, turn the third fire button into a Run button and set it to rapid auto repeat. The result in a game like Afterburner is a slow motion effect as the game is started and paused very quickly.

Come on, NEC, what are you playing at? This joypad is the most useless thing to have appeared for a very a long time. For £13 you can save your finger a journey of about an inch. Thank you, NEC, for being so caring.

MOAN ON

Since my blood pressure is up, I might as well continue my little crusade. Ages ago, in a magazine long gone, I reported the imminent arrival of the Power Console. The Power Console, for those that don't remember, was supposed to be an analogue pilot control stick for the Super Grafx comprising a separate built-in joystick, four fire buttons, clock, calculator and speedometer. The device was scheduled to appear shortly after the Super Grafx's launch.

Here we are in 1991, and it still hasn't arrived. I can only speculate, but taking the *Strider* story below into consideration, it appears as though the Super Grafx has not been the major success everyone was hoping for. There are hardly any SG-only titles and rumour's of new games are non-existent. Oh dear. Still, the Engine's as healthy as ever and the GT looks set to continue and possibly expand the machine's popularity.

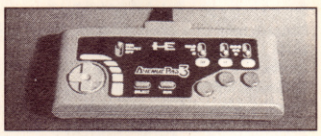
Strider, you may remember, was supposed to be released alongside the SG. Like the Power Console, it has failed to materialise. The good news is that it is coming. The bad news, as far as SG owners are concerned, is that there will be no SG-specific game. *Strider* will only make use of the PC Engine's graphics capabilities.

PLAY ON

There's just room to tell you of some exciting new Engine releases that you really shouldn't miss. Taito's *Championship Wrestler* looks set to steal *Pro Wrestling*'s thunder. Up to four people can play the Taito wrestling game which comes packed with different moves. Although difficult to start with because of all the moves available, *Championship Wrestler* is very rewarding once mastered.

Another sports simulation offering a four player challenge is *Final Match Tennis*. All the favourites like Lentil, Heckler, Iceberg and Hawk are there to train and test you. You can compete in matches or practice against a serving machine.

Other titles due soon are *TV Sports Football, Marble Madness* and *It Came From the Desert*. Further into 1991 will see the release of *Populous*. Until next month, keep reaching for your Run button.



NEC Avenue's new controller for the Engine will save your forefinger an inch and cost your pocket £13.

PC ENGINE TOP 10 (JAPAN)

1. Momotaroh Katsa Geki
2. Last Armageddon
3. Afterburner 2
4. The Legend of Valkyrie
5. Legend of Momotaroh Turbo
6. F1 Triple Battle
7. Varis III
8. Batman
9. Captain Tsubasa 2
10. Super Mario Bros 1

DEVIL CRASH

Use the password AAAAAA-HAAA for unlimited balls. Alternatively, the password DAVIDWHITE will get you to the end of the game.

VALIS II

Press the following keys in sequence for a sound test and level select screen: joypad up, I, Select, II, joypad down, Run.

NINJA SPIRIT

During the title screen press the following keys for a level select screen: II, I, II, II, I, II, Select, Start.

BLOODY WOLF

On the title screen press II, I, I, II, I, II, II, I, and then joypad up for the first stage, joypad up and right for level two, joypad right for level three, joypad down and right for level four, and so on until up and right for the final level.

BLAZING LAZERS

Hold Select and hit Run during the title screen for 30 continues.

DIE HARD

To get to an extended options screen press joypad up twice, joypad left three times, joypad down once followed by Run. If you hear a click you'll know the cheat is operational.

AFTERBURNER II

On starting the game move your craft to the bottom right of the screen and stick to speed two. Do this for every level except levels six and seven, where you'll have to move to the bottom left of the screen. You should finish the game without having to touch the joypad.

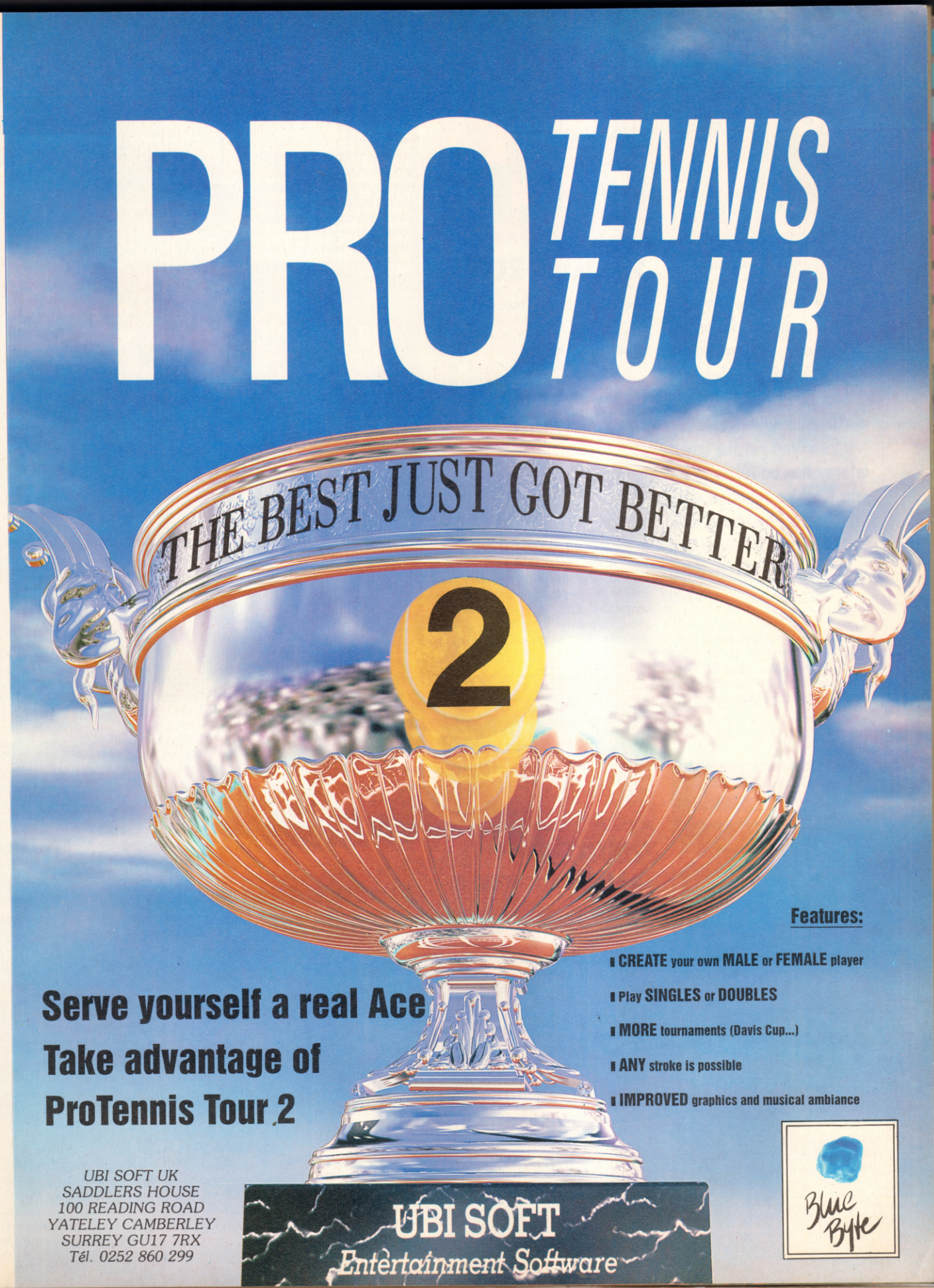
RABIO LEPUS

Hold down Select, press button I, once; button II, twice; button 1, three times; and finally button II, four times. For your efforts you'll be awarded six credits.

TIP TACKS

Got any NEC nibblers? The juiciest tip printed each month wins the author the latest PC Engine game. Get scribbling to NEC Knacks, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

NEC and NEC.


PRO TENNIS TOUR
THE BEST JUST GOT BETTER
2
Features:
CREATE your own MALE or FEMALE player
Play SINGLES or DOUBLES
MORE tournaments (Davis Cup...)
ANY stroke is possible
IMPROVED graphics and musical ambiance
Serve yourself a real Ace
Take advantage of
ProTennis Tour 2
UBI SOFT UK
SADDLERS HOUSE
100 READING ROAD
YATELEY CAMBERLEY
SURREY GU17 7RX
Tél. 0252 860 299
UBI SOFT
Entertainment Software
Blue Byte

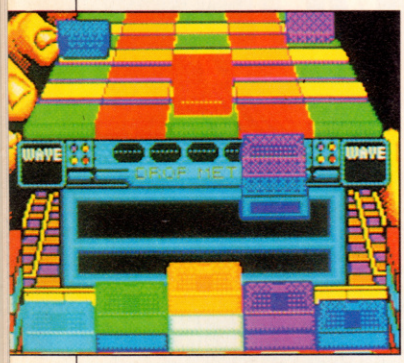
ATARI ATTACK

by Richard Monteiro

You've made the right console choice this Christmas, now make the right column choice by sticking with Atari Attack. After all, where else can you get the latest information on releases for your machine together with the hottest hints and tips. Do yourself a favour and don't plug into anything else.

Now that you've got your new Lynx, you'll want to know what titles are available. Stop off here for a romp through the carts that really should grace your machine.

KLAX



The "oooh", "aahh" and "yeah" sound samples in *Klax* have to be heard to be believed. They are so clear and add much to the game.

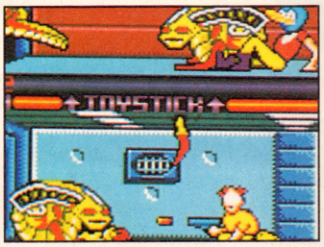
This mighty number was raved in issue three of RAZE. A stunning conversion of the coin-op classic. Without doubt this is the best version of *Klax* ever. The graphics are superb, the playability very addictive, and the sampled sound effects absolutely stunning. The aim is simply to arrange falling tiles in diagonal, horizontal or vertical lines. Simply to play, a lifetime to master. Get it!

SLIMEWORLD

Have a completely disgusting journey in a slime-filled world. Buger monsters, pus-packed blisters that burst in your face and deep cavities oozing with gooey substances are just some of your nightmares. On the bright side, there are gems to collect and a friend can join you in the muck. Another game very worthy of its rave review in RAZE issue 1.

XENOPHOBE

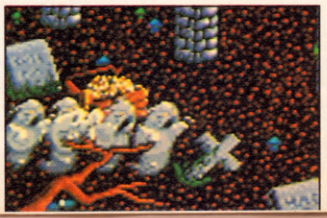
You play either Dr Pink, Mr M Brace, Col Schickn, Dr Zordirz, Mr Eeeez, Dr Kwak, Mr Fogg, U2 R B52, Col Truth or the mean, green alien fighting machine (the alien can only be chosen in two-player mode). Like the characters, this exploration shoot-'em-up is crammed with humour. The graphics and animation are a real treat.



GAUNTLET: THE THIRD ENCOUNTER

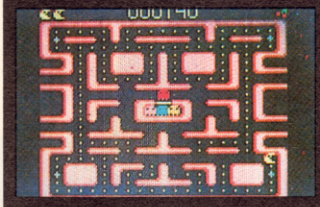
Back to the dungeons you go. Only this time you can be a wizard, android, punk rocker, pirate, gun fighter, valkyrie, nerd, or samurai. Up to four players can join in via the Comlynx for a truly epic adventure. Forget previous version of *Gauntlet* – this is the definitive. With more enemies, more levels and more treasure than ever before, this is a quest you won't return from in a long while.

Your ultimate aim in *Gauntlet: The Third Encounter* is to rescue the Star Gem and save the world. This is the first game to allow up to four players to interact simultaneously.



CHEATSVILLE

Welcome to the biggest ever collection of Lynx game hints and tips. Remember, the best tip printed each month wins the author the latest release for the Lynx. Take E Assouku and his *Gates of Zendocon* and *California Games* cheats. His efforts win him a copy of *Zarlor Mercenary*. So come on you lot, you know it makes sense. Get writing to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH.



MS PACMAN

During the game, press the button sandwiched between the words Restart and Flip to pause the game. Press buttons A, B and Option 1 simultaneously to force a speed-up symbol to appear at the top of the screen. Because the Lynx isn't accustomed to this key combination, you might find it fails to register the cheat the first time you try it. The best thing to do is press buttons A and B at the same time and then a fraction of a second later press the Option 1 key. Get back into the game and press button A or B to get a turbo *Ms Pacman* for about 15 seconds. The procedure can be repeated any amount of times.

Adrion McHeriot, Trowbridge

KLAX

Select wave 11 (highest level played) before starting the game. Play as usual – however, it is imperative on this level that you make a large cross or x. For you efforts you'll be awarded 700,000 bonus points and be warped straight to level 56.

Adrion McHeriot, Trowbridge

GATES OF ZENDOCON

Type in TRYX on the password screen. Ensure you press and hold down the right and down joypad directional keys so you crash straight through the flour of the level. Enter the gateway at the end of the level. The next level will come as a big surprise; not only do you get to pick up the most amazing weaponry, but you also get to meet up with Dave, RJ, Peter, RG, LX and Tom – the guys involved in the development of the Lynx! Finally, enter ZETA at the password screen to get to the lost land.

E Assoku, London

CALIFORNIA GAMES

During the Halfpipe press option 2 to zoom in and out. To get the maximum height you must hold the down joypad key when traveling downwards and the up key when going up. Change from down to up before crossing the centre line.

During the Surfing section don't be tempted to go straight for 360s. Instead go up and down the wave in diagonals to build up speed. At the top and bottom of the wave make small, tight turns. Continue this until you really are shifting and then make quadruple and even quintuple spins.

CHIP'S CHALLENGE

Just when you thought you'd heard the last of this fabulous game, along comes Adrion with codes for levels 100 through to 144.

100 QJXR	127 JMWZ	109 KZQR	136 LUZL	118 OSCW
123 YKZE	105 YNEG	132 ZYFA	114 JWNL	141 MCJE
101 RPIR	128 FTLA	110 XBAO	137 HPPX	119 PHTY
124 TASX	106 NXYB	133 TIGG	115 EGRW	142 UCRY
102 VDDU	129 HEAN	111 KRQJ	138 LUJT	120 FLXP
125 MYRT	107 ECRE	134 XPPH	116 HXMF	143 OKOR
103 PTAC	130 XHIZ	112 NJLA	139 VLHH	121 BPYS
126 QRLD	108 LIOC	135 LYWO	117 FPZT	144 GVXQ
104 KWNL	131 FIRD	113 PTAS	140 SJUK	122 SJUM

COMING SOON

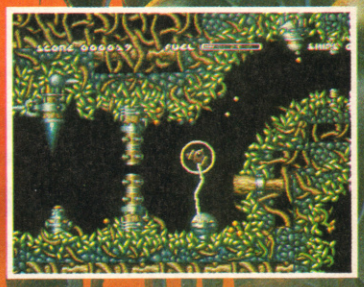
Just check out the list of games coming your way this year: *APB, Basketbrawl, Blockout, Chequered Flag, Grid Runner, NFL Superbowl, Pacland, Pinball Shuffle, Rampage, Robo Squash, Rygar, Scrapyard Dog, Shanghai, Turbo Sub, Tournament Cyberball, Vindicators, Warbirds*, and *World Cup Soccer*. It is also rumoured that the titles *3D Barrage, 720 Degrees, Lynx Casino, Ninja Gaiden, STUN Runner* and *Xybots* will be making an appearance this year. 1991 looks like being a vintage year.

ZARATHRUSTA

AMIGA

ZARATHRUSTA,
inspired by the Award
Winning masterpiece THRUST.

RAZE – "Zarathrusta looks set to revive its cult roots and become the hit of 1991".



HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address. Hewson, Milton Park, Milton, Oxon. OX14 4RX Tel: (0235) 832939 Fax: (0235) 861039. As part of our continuing development of innovative Software we are always happy to evaluate Software sent to us with a view to publication.

COMMODORE CORRAL

by Les Ellis

Hands up if you received a C64GS for Christmas. Commodore reckon they'll have sold 80,000 over the holiday period, are you one of the merry many?

With an estimated 100,000 C64GS machines sold by Easter, Commodore should be raking the money in. Software producers aren't stupid either, they're producing games in plentiful.

System 3, them of *Ninja* fame (or infamy) have a couple of games scheduled for release around April. *Turbo Charge* is a lightning fast racing game and *Putty* is an outrageous puzzle adventure where you have to bend, stretch and inflate your way through various levels – sounds weird.

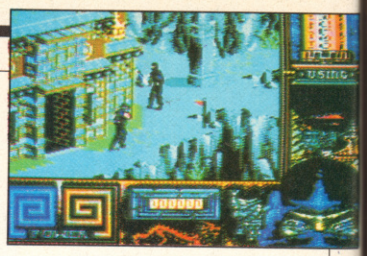
From Ocean comes *Toki* where you must guide the eponymous character through various fights to rescue his princess. Look out for it at the very end of February for £19.99.

For the more serious gamesplayers among you Mindscape are releasing *Battle Chess* and *Ultima VI* at the end of January. Both are priced at £25. *Battle Chess* has gained much praise for its graphics, while the Ultima series is probably the most enduring RPG collection around.

Titus, who are frantically trying to get *Dick Tracy* out, have *Crime Does Not Pay* for February. In *Crime* you have to search over 200 venues of the city in an attempt to control the rife power and corruption – sounds fun. *Wild Streets*, which came out last year on cassette, is reissued on cartridge in March.

The Disk Co have a load of stuff out at the moment. For instance, there's Graftgold's *Stunt Car Racer*, an exciting vector graphics 3-D dragster sim; *Rick Dangerous*, the addictive and humorous platform adventure; and *MicroProse Soccer* which I prefer to *Kick Off* on the C64.

Following last month's revelations about the *Ninja* games ready for cartridge treatment, System 3 have kindly furnished me with some screenshots for *Last Ninja 3*. This is the fourth *Ninja* game – when will it all end?



A sneak look at the fourth *Ninja* game, *Last Ninja 3* – don't forget *Ninja Remix* – fighting fit and ready for action on the C64GS.

COMMODORE CARDIACS

Keep sending those tips in. From next month I'll be printing the best which will win the sender a C64GS cartridge – not bad for the price of a stamp. Send your tips to: *Commodore Corral, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Catch you later...

AMSTRADOPOLIS

by David Goliath

After the initial rereleases, the GX4000 is now receiving first-time Amstrad product specially developed for the console

Before I tell of the new GX4000 games, here's some you may not realise have been rereleased. Ocean have *Batman – The Movie, Operation Thunderbolt* and *Barbarian II*. All should be out now.

Sports games seem to be making their mark with *Pro Tennis Tour* from Ubi Soft and *Tennis Cup II* from Loriciels. Both these French games team up with *World of Sports* from Epyx/US Gold (see last issue). Footie freaks aren't going to miss out either, there'll be *Gazza II* by Entertainment International and the classic *Kick Off II* from Anco. Expect the latter two out sometime this month.

Puzzle game fans will be pleased to hear that the all-formats *Klax* has been squeezed into a cartridge by Domark. This great puzzle game will be released at £24.99 alongside *Spilt Personalities* and Ocean's *Plotting*.

Any fans of the martial arts/combat genre will be fighting to get their fists on the new beat-'em-ups for the GX4000. There's *Double Dragon, Panza Kick Boxing, Wild Streets* by Titus, Tomahawk's *No Exit* and *Switchblade* from racing giants Gremlin.

Undercover operatives should have detected James Bond in *The Spy Who Loved Me* by Domark and *Dick Tracy* from Titus in the shops now.

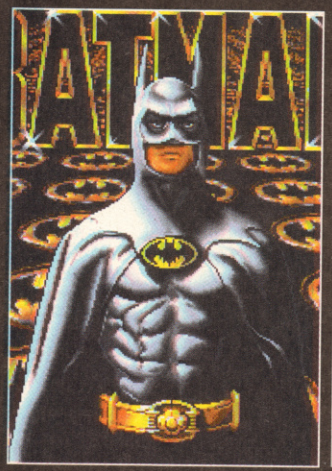
This month could also see *Copter 271* flying into the charts from Loriciels, with the coin-op conversion of *STUN Runner* from Domark following in February.

Wow, if you got a GX for Christmas, there's no danger of you getting any sleep over the next few months.

AMSTRAD ACTION

Is there something you want to say? Have you discovered an ingenious GX4000 tip? If so, get pen to paper and tell the world about it. Write to: *Amstradopolis, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

Holy Amstrad! The caped crusader on the GX at last.



5 FAB WAYS 4 YOU 2 WIN!

1

WIN THIS 720 SKATEBOARD ARCADE GAME!

0898 101961

2

WIN THIS BIKE!

YOU COULD WIN THIS 50cc SUZUKI JUNIOR MOTORBIKE IF YOU CALL 0898 101997

4

WIN A CD HIFI & £100 OF CD'S!

CALL 0898 101993

WIN £200 TO SPEND ON THE SOFTWARE OF YOUR CHOICE!

0898 101965

3

5 NINTENDO CONSOLES 2 BE WON!

0898 101964

5

WHY NOT ADVERTISE FOR FREE IN MEGA MAIL!!

HAVE YOU GOT TOYS YOU'D LIKE TO SWAP OR A BIKE YOU'D LIKE TO SELL? WOULD YOU LIKE A PENPAL OR TO SAY HELLO TO YOUR FRIENDS? WELL YOU CAN DO ALL OF THIS AND MORE WITH MEGA MAIL SIMPLY BY FILLING OUT THE COUPON BELOW, AND THEN CHECKING OUT YOUR ADVERT IN THE MEGA PRIZE MAGAZINE EVERY MONTH!!

ADVERT: TOYS COMPUTERS BIKES SKATEBOARDS PENPALS HELLOS MISC
DETAILS: FOR SALE TO SWAP WANTED MESSAGE **(PLEASE TICK YOUR CHOICES)**
WORDS:.....
.....(MAX 24 WORDS).
NAME:.....ADDRESS:.....
POSTCODE:.....PARENTS SIGNATURE (IF UNDER 18):.....

SEND TO: MEGA MAIL, SANDYLANDS HOUSE, MORECAMBE, LANCS, LA3 1DG

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Pepperoni Ltd, Sandylands House, Morecambe, LA3 1DG. Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.

SEGA MEGA DRIVE
NINTENDO GAMEBOY

UNICORN SOFTWARE

PC Engine
Nintendo

TELEPHONE: (0752) 606353
WHEN ORDERING PLEASE QUOTE RAZE 1

SEGA MEGADRIVE

PAL inc FREE GAME	169.95
SCART inc FREE GAME	159.95

MEGADRIVE GAMES

FOUR HERO MASTER	34.95
SPACE HARRIER II	30.95
SUPER THUNDERBLADE	CALL
WORLD CUP SOCCER	33.95
THUNDERFORCE II	33.95
GHOULS + GHOSTS	39.95
SUPER SHINOBI	34.95
GOLDEN AXE	34.95
TATSUJIN	30.95
SUPER REAL BASKETBALL	33.95
DJ BOY	33.95
WHIP RUSH	34.95
DAI SENPULIG 43	34.95
THUNDERFORCE III	34.95
GHOSTBUSTERS	33.95
PHELIOS	34.95
CYBERBALL	31.95
SUPER MONACO GP PAL	34.95
BATMAN	33.95
MOONWALKER	33.95
STRIDER	CALL
RASTAN SAGA II	33.90
AXIS	CALL
INSECTOR X	34.95
HELLFIRE	34.95
ESWAT CYBER POLICE	32.95
SPACE INVADER '90	34.95
KLAX	34.95
FATMAN	CALL
SHADOW DANCER	CALL
ATOMIC ROBO KID	CALL
AREO BLASTER	CALL
HARD DRIVIN'	CALL
SPIDERMAN	CALL

HANDHELD PC ENGINE
ORDER NOW

NEO-GEO

PAL NEO-GEO	389.95
SCART NEO-GEO	379.95

NEO-GEO GAMES

MAGICIAN LORD	189.95
BASEBALL STARS	189.95
NAM 1975	189.95
GOLF	189.95
CYBERLIP	189.95
NINJA COMBAT	189.95
RIDING HERO	189.95
SUPER SPY	189.95

GAMEBOY

GAMEBOY	85.95
DELUXE	110.95

GAMEBOY GAMES

MARIO LAND	25.95
CASTLEVANIA	25.95
BATMAN	25.95
BOXING	25.95
QUIX	25.95
SOCCER BOY	25.95
COSMOTANK	25.95
N.F.L.	25.95
DOUBLE DRAGON	26.95
NINJA TURTLES	26.95
LAST BATTLE	26.95
GHOULS + GHOSTS	26.95
WORLD BOWLING	26.95
SPIDERMAN	26.95
TETRIS	26.95

PC ENGINE

PAL INC GAME	165.95
SCART INC GAME	159.95

PC ENGINE GAMES

R-TYPE	24.95
VIGILANTE	24.95
WONDERBOY	24.95
HEAVY UNIT	33.95
DUNGEON EXPLORER	33.95
TIGER HELI	33.95
NINJA WARRIORS	33.95
ATOMIC ROBO KID	33.95
PC KID	33.95
GUNHEAD	33.95
CHASE HQ	34.95
POWER DRIFT	34.95
MR HELI	33.95
DON DON DON	34.95
NINJA SPIRITS	33.95
RASTAN II	33.95
XEVIOUS	33.95
KLAX	33.95
DEVIL CRASH (ALIEN CRUSH II)	33.95
WORLD BEACH VOLLEYBALL	34.95
LOAD RUNNER	33.95
BELIABORMAN	33.95
PRO WRESTLING	33.95
SPLATTER HOUSE	33.95
FORMATION SOCCER	33.95
IMAGE FIGHTS	CALL
OPERATION WOLF	CALL
DIE HARD	CALL
SUPER STAR SOLDIER (Gunhead II)	33.95
SUPER FOOLISH MAN	33.95

UNIT 58, CITY BUSINESS PARK, SOMERSET PLACE, STOKE, PLYMOUTH. PL3 4BB

GAME / TECH

CONSOLES, CARTRIDGES & 16 BIT SOFTWARE
MANCHESTER'S MOST EXCITING CENTRE FOR THE BEST IN VIDEO GAMES AND MACHINES

SEGA NINTENDO GAMEBOY SEGA MEGA DRIVE
SUPER FAMICOM PC Engine Nintendo

HIRE CLUB FOR GAMES CARTRIDGES
11-15 FENNEL STREET
MANCHESTER M4 3DU
☎ **061-831-7857**

Pm GAMES

136 Cook Road
Horsham, WestSussex
RH12 4GQ

● SEGA ● MEGADRIVE ● PC ENGINE
✦ ATARI LYNX ✦ GAME BOY
✦ NEO-GEO MEGADRIVE & PC ENGINE £28-£40

MES GAMES GAMES GAME

LATEST TITLES AVAILABLE
PHONE OR WRITE FOR MORE INFORMATION
SEND S.A.E FOR A LIST

PHONE 0403-61899
MON-FRI 5PM-9PM WEEKENDS 10AM-6PM
MAIL ORDER ONLY

MVL SOFTWARE

VISA

MAIL ORDER DIVISION OF ESTABLISHED RETAILER
☎ 0354 56433 24HR HOTLINE

UK VERSION
SEGA MASTER SYSTEM £74.99 SEGA 16 BIT INC GAME £184.99
SEGA MASTER SYSTEM + £94.99
GAMES FROM £29.99 GAMES FROM £29.99

ACCESSORIES FOR ALL MACHINES PHONE FOR DETAILS
★ **MVL GAMES RENTAL CLUB** ★
CALL FOR DETAILS

WE STOCK LARGE SELECTION OF SOFTWARE FOR ALL CONSOLES & COMPUTERS

SEGA 16 BIT INC GAME £169.99
TO TAKE JAP/ENGLISH/AMERICAN CART. MASSES OF SOFTWARE PHONE FOR DETAILS

PC ENGINE HANDHELD P.O.A NINTENDO TURTLE SET £77.99
SUPER FAMICON P.O.A ATARI LYNX & GAME £129.99
GAMEBOY INC GAME £69.99 SOFTWARE £29.99
AMSTRAD GX4000 + GAME £94.99
SELECTION OF SOFTWARE & ACCESSORIES FROM £5.99

"JUST A SELECTION OF WHAT'S AVAILABLE"
ALL ENQUIRIES WELCOME - "FRIENDLY FAST SERVICE GUARANTEED"
£1 P&P SOFTWARE, £5 P&P UK; "ACCESS & VISA"
OVERSEAS CUSTOMERS WELCOME.

CHEQUES & PO PAYABLE TO:-

"MVL"
WHITEHART BUILDING, NENE PARADE, MARCH, CAMBS PE15 8PH

RAZE REVIEWS

Consoles

AMSTRAD GX4000	Switchblade	38
ATARI LYNX	Zarlor Mercenary	28
GAME BOY	Bubble Bobble	81
	Head-On	81
	Hooray Henry	81
	Karate Boy	81
	Navy Blue '90	81
MASTER SYSTEM	Mickey Mouse	6
	World Cup Soccer '90	44
MEGA DRIVE	Battle Squadron	54
	Hard Drivin'	78
	Herzog Zwei	58
	Mickey Mouse	6
	Sword of Vermilion	74
	World Cup Soccer '90	44
NES	Bubble Bobble	76
PC ENGINE	Bomber Man	80
	Burning Angels	79
	Hurricane	79
	Thunder Blade	79

16-Bit

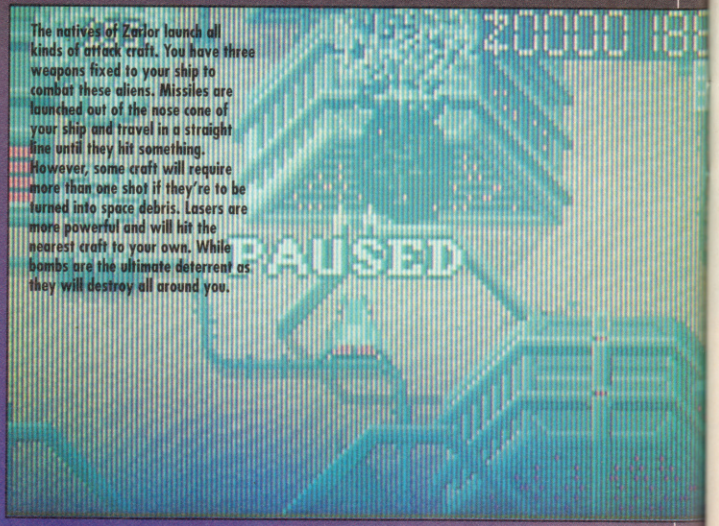
AMIGA	ATF II	40
	Battle Command	62
	Defender II	67
	Dragon's Lair II: Time Warp	34
	Elvira	54
	ESWAT	32
	Horror Zombies from the Crypt	60
	Lemmings	30
	Line of Fire	52
	Master Blazer	69
	Pang	58
	Ranx	66
	Wrath of the Demon	53
	Zarathrusta	42
ATARI ST	ATF II	40
	Battle Command	62
	ESWAT	32
	Line of Fire	52
	Pang	58
IBM PC	ATF II	40
	Covert Action	46
	Light Speed	68
	Rise of the Dragon	48
	Stellar 7	56

ZARLOR MERCENARY

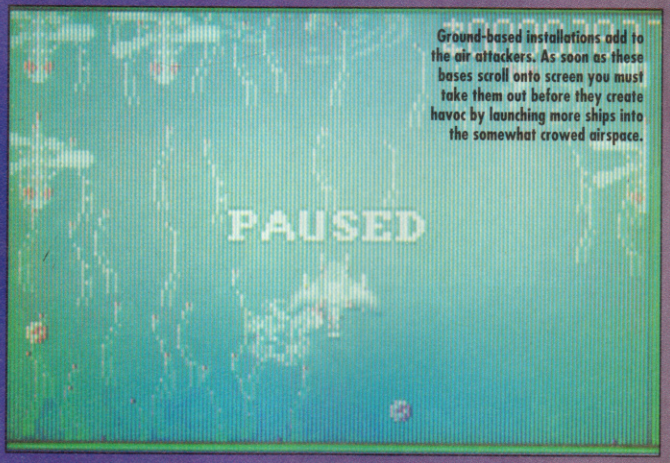
Bored with life as the office burger-getter, Les Ellis escaped one day, jumped in a fighter ship (left in Trowbridge with the keys in the ignition!) and zoomed off into space...

Sometimes, things get too much to cope with. Boredom is one thing, but when you've clocked *Super Sprint* on the NES, rung all the 0898 numbers in the Sunday Sport and entered just about every competition you could find (even the one for that book on How to Let Computers Run Your Business in the Sunday Times), what more is there to do? Time was running out, you were just about to reach for that book you bought on assembly language when you noticed a small advert in RAZE. The ad read: "Accomplished shoot-'em-up fan required for intergalactic work; much travelling involved; must have cleaning driving licence." Mmm, sounded interesting.

Walking into the ordinary-looking corner shop, you soon realise that there is more to this job than you first envisaged. On closer inspection, you discover the shop is in fact an interplanetary space port. Someone shouts your name, you turn around and have a flight jacket stuffed in your face.

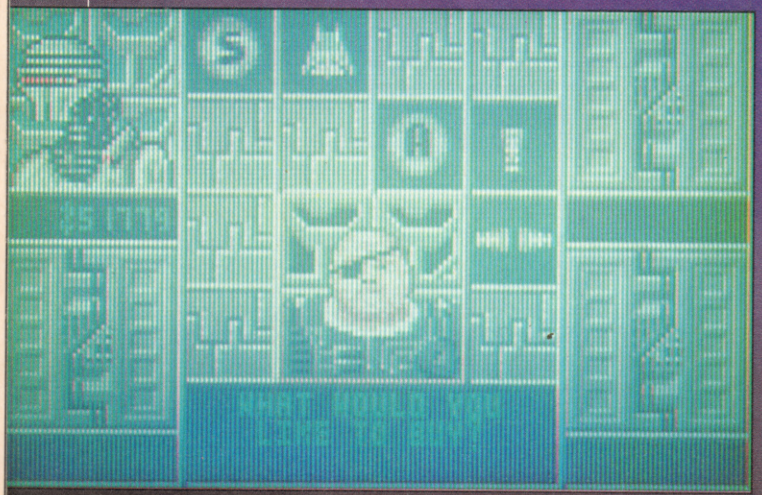


The natives of Zarlor launch all kinds of attack craft. You have three weapons fixed to your ship to combat these aliens. Missiles are launched out of the nose cone of your ship and travel in a straight line until they hit something. However, some craft will require more than one shot if they're to be turned into space debris. Lasers are more powerful and will hit the nearest craft to your own. While bombs are the ultimate deterrent as they will destroy all around you.



Ground-based installations add to the air attackers. As soon as these bases scroll onto screen you must take them out before they create havoc by launching more ships into the somewhat crowed airspace.

"You're in number five. Jumped to it or you'll miss out on the action," blasts a moustached man in his thirties. You reply with a bemused what-the-heck's-going-on look. "Look, son, the boss has had a bad day. The Zarlor system have welshed on a cargo deal and he wants to settle an old score. Either jump in number five or get the hell outta here." *Cargo deal? Zarlor?* What was this guy on about? Still, what the heck, you gotta die of something, right?



As you approach your ship, a flight attendant slaps a piece of paper in your hand. "Who do you want with you, sir?" Looking down at the paper, you see you have been handed a list of co-pilots. There's Scorch who's proficient with the laser, XQ49 likes the wing cannons, Landa's useful with the power shots, Brenda has an autofire unit, Spike has a back shooter, Rex will control the side shooters and Xeterog can tweek the engines to give you extra speed. It's a tough choice.

ATARI LYNX

GRAPHICS **83%**
✓ Great intro and trading screens.
✓ Good backdrops with smooth scrolling.

SOUND **70%**
✗ No option to turn off in-game tune.
✓ Decent blasting effects.

PLAYABILITY **72%**
✗ Gameplay sacrificed for graphics.
✗ Too repetitive for the price

EPYX ● £34.99 ● OUT NOW **74%**

There is a region of Switzerland called Zug. Its capital is Zug!

TELEGAMES

☎ (0533) 880445/813606/889989
FAX 0533 - 813437

We stock games and cartridges for all of the following -

EUROPE'S LARGEST STOCK OF VIDEO GAMES

WHY WAIT? ORDER NOW !!! FAST DELIVERY.

CBS COLECO VISION

SUPER FAMICOM

INTELLIVISION

ATARI LYNX 2600 and 7800

Nintendo

GAME GEAR HANDHELD

SEGA MEGA DRIVE

NINTENDO GAMEBOY

PC Engine

PCGT HANDHELD

SEGA

NEW FOR NINTENDO

'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWS OVER 400 GAMES FOR MOST SYSTEMS SPECIAL PRICE £7.95 plus 2.00 P+P

GET UP TO £10 "TELE" VOUCHERS WITH EACH GAME CARTRIDGE ORDERED AND UP TO £50 "TELE" VOUCHER WITH GAME SYSTEM.

TELEGAMES OFFER 363 DAY SERVICE PER YEAR - ALL ITEMS FULLY GUARANTEED * REPAIRS CARRIED OUT*

IF ITS AVAILABLE WE STOCK IT !!!

SHOP AND MAIL ORDER OPEN 7 DAYS A WEEK 8.45AM - 6.45PM : SAT 9.00 - 5.45 : SUND 10.00 - 4.45

ESTABLISHED FOR OVER 14 YEARS

* FOR FULL DETAILS SEND LARGE SAE TO - TELEGAMES KILBY BRIDGE, WIGSTON, LEICS LE8 1TE

The Leading Video Game - Specialists.

CONSOLE QUEST

Access Tel: (0903) 63786/693623 Fax: (0903) 692744
Office Hours: 10am-1pm, 2pm-7pm Mon to Fri
VISA

CQ WILL DO ANYTHING TO AMAZE - WE'LL EVEN ADVERTISE IN RAZE!!

At CQ we have to say we didn't like The Games Machine much, the reviews were not good enough, so hopefully RAZE is lots better. We are told it will carry masses of Console Action, BEST BE TRUE.

At Console Quest, we will provide hardware & software for the GAMEBOY, MEGADRIVE, FAMICOM, LYNX, NEO-GEO & PC ENGINE. How about a scrummy GAMEBOY & choice of game from £69.50? See, we Amaze at RAZE. Or how about a fabulous MEGADRIVE for £140? Phazed at RAZE eh!!

Our stocks include the following games, (all at smashing prices), listed below:-

GAMEBOY	PC ENGINE	MEGADRIVE	NEO-GEO
COSMOTANK	AFTERBURNER 2	DANGEROUS SEED	BASEBALL
POWER RACER	AERO BLASTER	SHADOW DANCER	GOLF
SKATE OR DIE	OPERATION WOLF	DARIUS II	JOY JOY KID
ROBOCOP	VIOLENT SOLDIER	J. MADDEN FOOTIE	VIETNAM - '75
TMNT'S	ALICE IN WOND.	CRACKDOWN	RIDING HERO
BALOON KID	RABIO LEPUS	ELEMENTAL MASTER	LEAGUE BOWLING
CATRAP	OUTRUN	HARD DRIVING	CYBERLIP
			SUPER SPY

+ Lots, lots more for all formats

We run the OFFICIAL U.K RENTAL club for NEO-GEO GAMES. Please ring.

At Console Quest, we have a games EXCHANGE system for PC ENGINE, MEGADRIVE & GAMEBOY owners. Prices range from £9 to £15 for the PC ENGINE, £15 for the GAMEBOY and £15 to £25 for the MEGADRIVE

We are here to help you obtain the maximum pleasure from your machine. At Console Quest, we play them too, you know!

LATEST NEWS. CQ HAS OPENED AN OFFICE IN EIRE. PLEASE RING PAUL ON DUBLIN (0001) 906879 10am-7pm FOR ENQUIRIES & ORDERS. (NO MORE DELAYS, CUSTOM'S PROBLEMS, STERLING EXCHANGES).

CONSOLE QUEST, 1 ASHACRE MEWS, OFFINGTON, WORTHING, W SUSSEX BN13 2DE

GUNFIGHTER

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

DIAL-A-TIP CHEAT-LINE

for cheats, tips, pokes and secrets on all computer and console games ring now on

0898-10-1234

PRIZES FOR BEST CHEATS, TIPS, ETC.
Send to: P.O. Box 54, Southwest Manchester M15 4LY

Proprietor : Jacqueline Wright Please ask permission of the person who pays the bill calls charged at 33p per min 'Cheap rate' 44p per min at all other times.

RAVE

LEMMINGS

To save hundreds of Lemmings meant that Julian Boardman would have to go green, and that's not because of the ten pints he had the night before

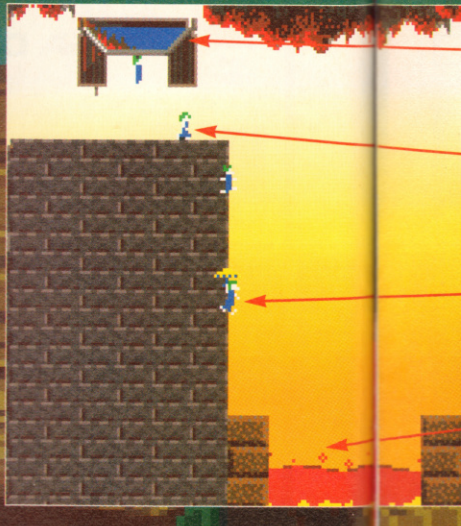
For those of you that don't know, Lemmings are vole-like rodents that have this odd habit of following each other around like sheep. And if their pastime involves falling off a cliff, all well and good. Obviously this isn't quite as exaggerated in the wild because there aren't that many cliffs for the little buggers to fall off. In the make-believe world of Psygnosis' *Lemmings*, however, there are far too many precarious precipices for the Lemmings to leap from.

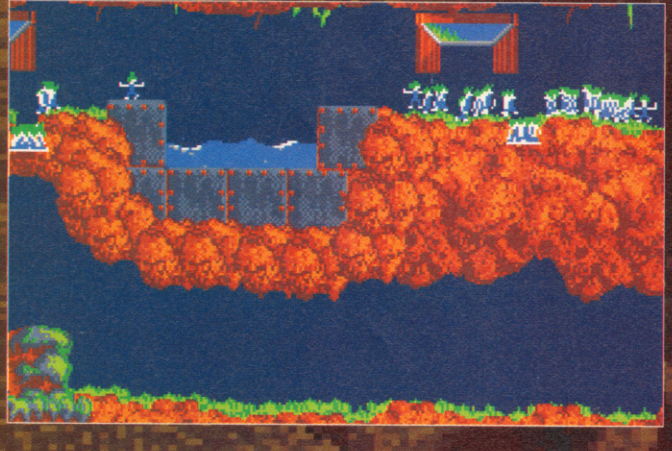
Each Lemming begins life as a Walker. It keeps walking until it reaches an obstacle, bumps into it and turns back. Of course, if there's a hole or – worse – a cliff it simply falls down.

Walkers can be assigned various skills (like digging, climbing or blocking) which help the rest of the Lemmings make their way from one end of the level to their haven at the other. Each of the one-player levels requires a certain percentage to be saved; usually upward of 80% for it to be completed.

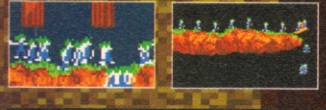
Two-player levels feature a split screen with you trying to take as many of your own Lemmings to their haven while preventing your opponent from doing the same. The result is utter mayhem and usually the loss of Lemming life on a huge scale.

With the nightmarish range of hazards, obstacles and yawning chasms to be traversed, any level is usually remarkably difficult but extremely entertaining.Fun, very competitive and horrendously addictive.



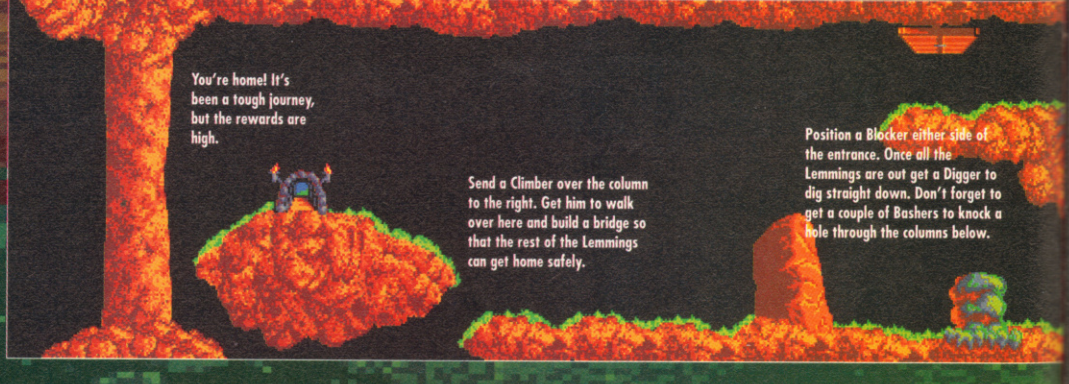


Lemmings come pouring out of the entrance above, so you've got to be quick to block off any exits that might lead them into trouble. Here you can see how the Stoppers have prevented Lemmings leaping into a boiling bath and walking into the unknown. Notice also how a Digger is directing the rest of the clan out of trouble and to safer ground down below. Sacrifice a few to save many.



A Lemming's lot is most definitely an unhappy one. Not only are there countless ways for them to die, they simply don't give a damn and seem only too keen to jump off a cliff or land in boiling water.

Here's a complete map of level two. Things are complicated in this world by the fact that there are two entrances for the Lemmings to fall from. In fact, it's just the start of your nightmare because to the left of one entrances is a steep drop while to the right there's a boiling bath. The second entrance fares no better as it has a boiling bath to the left and numerous traps to the right. Ho, hum. Might as well nuke the lot of them now! Perhaps not; spare a Lemming, follow the RAZE guide to life...



Ten green Lemmings exploding on the wall.

● Decreases dropping Lemmings from entrance (or rather exit from other world).

● Increases dropping Lemmings. The figure above shows drops per minute (dpm).

● Turns a Lemming into a jolly useful Climber for getting over tall obstacles.

● Provides a Lemming with an umbrella for a safe landing when leaping.

● Blows up a Lemming after five seconds. Actually, only landscape is damaged.

● Known to all as Don't-Push-Me or Stopper. Prevents others passing.

● This Lemming, once converted, will build a bridge.

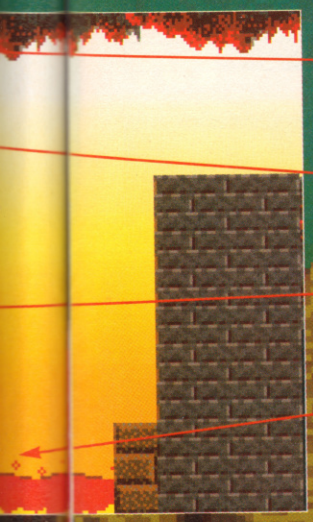
● The Snowball Slinger, AKA the Basher, digs through walls.

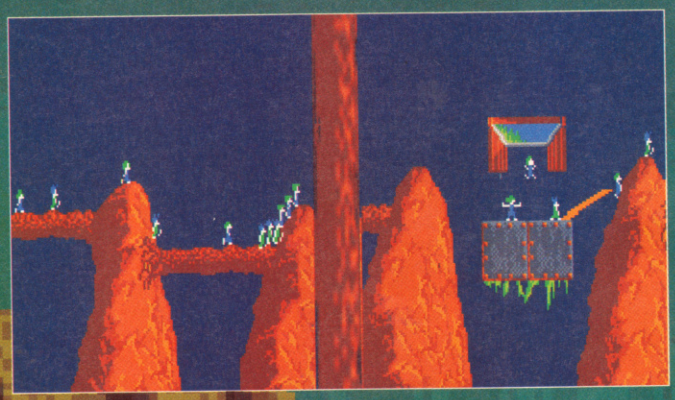
● Turns a Lemming into a diagonally digging Miner.

● Digger will tunel straight down to death or glory. Deadly in two-player.

● Pause. As in paws – geddit?

● Genocide. Wastes all Lemmings left alive in seconds. Such a waste of life – but fun!



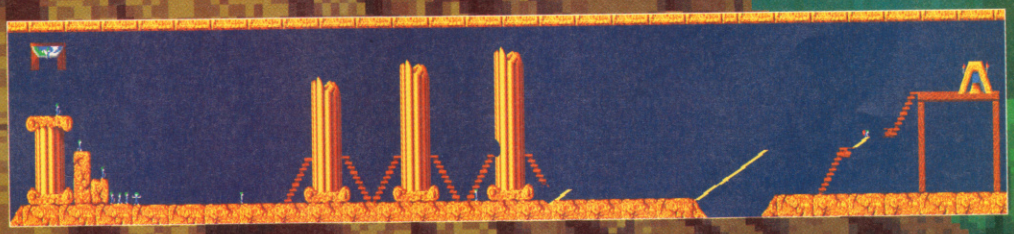


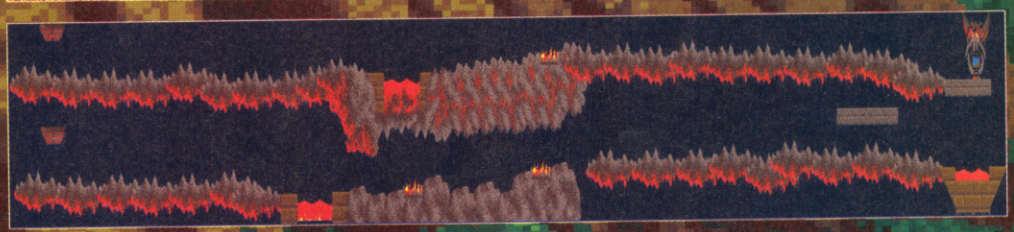
In two-player mode the objective is twofold: get your Lemmings home safely while inflicting as much damage into your opponents Lemming body count. The screen is split vertically down the middle; you on one side, your opponent on the other. It's most satisfying to see tens of your opponents Lemmings drop down a huge hole dug by one of your fellows. Some levels require you to help each other out to get home. Lemmings belonging to your opponent that end up inside your base, add to your tally at the end.

DAVE JONES: ONE MAN AND HIS LEMMINGS.

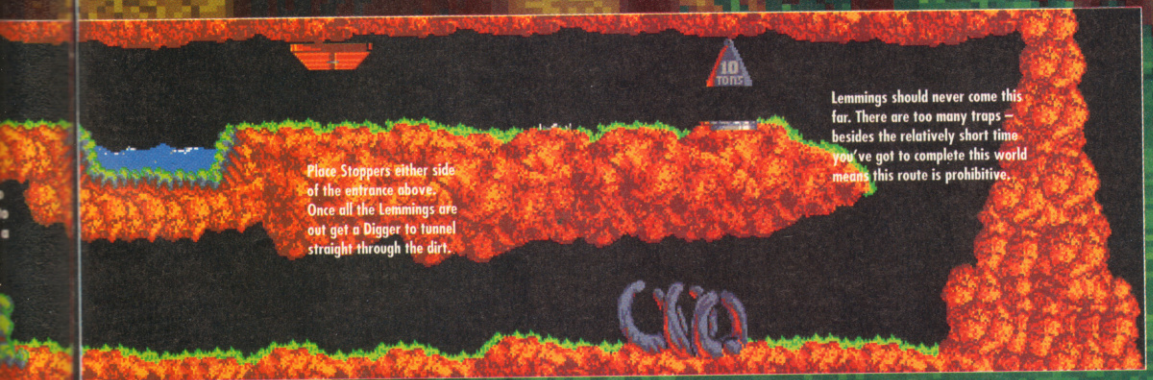
This Dave Jones chap is the kind of bloke you'd apologise to if he knocked over *your* pint. In fact, you'd probably offer to buy *him* another one to make up for the inconvenience. In short, the bloke is big, and he's got a handshake that could cripple a freemason. Dave's background lies on the Spectrum, but it was his company DMA Design that was responsible for *Menace* and the incredible *Blood Money*.

IBM PC — PSYGNOSIS — £TBA ● PREVIEW





The top level is best completed using one Lemming to create a path for the others. As soon as the second Lemming gets to the bottom of the level turn it into a blocker, then increase the drop rate to the maximum (99). When the lone Lemming touches the first pillar turn it into a Basher. Do this again on the second pillar. On the third pillar use a Miner. Once he has dug through he will be trapped under the step; get him to dig diagonally to make a hole under the steps, then turn him into a builder to stop him digging too deep. Once he is out he will continue onto the chasm. The rest is obvious.



ATARI ST — PSYGNOSIS — £TBA ● PREVIEW

AMIGA

GRAPHICS 93%
✓ Detailed despite tiny size of Lemmings.
✓ Five styles of level provide variety.

SOUND 92%
✓ Superb stereo sound effects.
✓ A huge range of silly in-game tunes.

PLAYABILITY 96%
✓ Over 100 levels; hours of genocide.
✓ Insanely frustrating puzzling action.

PSYGNOSIS ● £24.99 ● OUT NOW — 94%

ESWAT

Forever firing blanks, our Les Ellis gets a run in with the boys in blue and decides his pink pyjamas aren't the thing for a master criminal

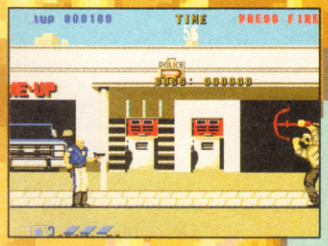
Of course I thought *ESWAT* must, as they've chosen me to write the review, stand for Extra Special Writers And Talent. I was a mite surprised when I found out it stood for Enhanced Special Weapons And Tactics – oh, well. The ESWAT team are the elite police of the force using the very latest technology to combat crime. But you probably knew that as the ESWAT coin-op has already been converted to the Sega Master System and Mega Drive.

You play a lowly SWAT officer in Cyber City. Sitting at home one day, and not at all happy with your lot in life, you decided to get up and do something about it. Your ultimate aim is to reach the heady heights of the ESWAT team, but to join the merry band of finely tuned individuals, you must kill a certain number of difficult bad guys and expose their leaders. Only when you have proven your worth will the ESWAT team allow you to become one of the lads.

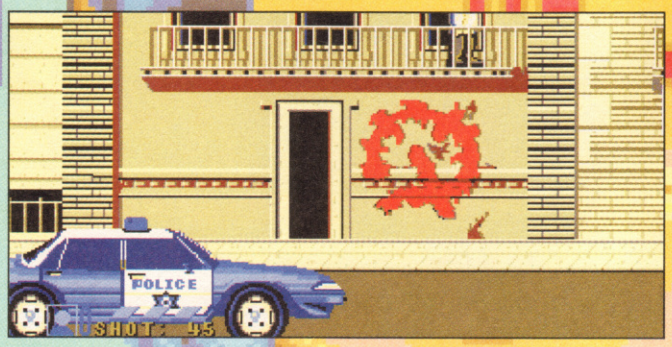
You start off at the rank of captain. To earn your stripes you must just make it to the end of the district. Here you will encounter the huge end of level crime boss who must – in the tradition of all the great cop movies – be killed and not arrested. Eventually, after climbing from captain to chief, you'll get your much sought after promotion to the rank of the ESWAT unit.

Meet the bad, rad ladz you've got to put behind bars. From left to right, Fireman Fatman, Skid Row Skinny, Barber Beard.

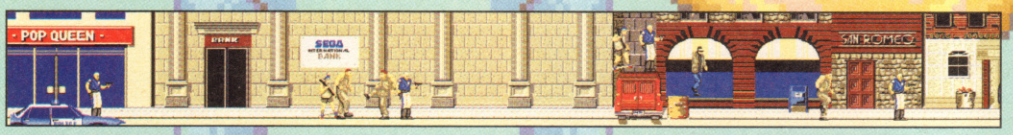
With your promotion to the ESWAT department comes a completely new set of body armour – and pretty neat kit it is too. But even with your new position, your task is still to clean the city streets of the scum known as people, and despite your new apparel the bad guys get increasingly harder to wipe out.



Although the main character may look like he'd kick RoboCop's ass any day, the gameplay is far from punishing. On my first go I got straight through to the third level, although the level of difficulty does increase when you enter the ESWAT mode. Still, the presentation's well up to scratch, with some impressive intro screens, and it should have a few month's play in it for the average player.



In two-player mode, both players share the environment simultaneously and should team up if they are to get anywhere.Below you can see what to expect in the first stage.



SEGA MASTER SEGA £29.99 ● REVIEW #4

MEGA DRIVE SEGA £TBA ● PREVIEW

ATARI ST

GRAPHICS 82%
✗ Lack-lustre backgrounds; little variety.
✓ Nice large characters well animated.

SOUND 86%
✓ Lots of excellent speech and effects.
✓ Pulsating intro tune sets the scene.

PLAYABILITY 77%
✗ Not as responsive as it should be.
✓ Hectic action for shoot-'em-up fans.

SEGA/US GOLD ● £24.99 ● OUT NOW **80%**

AMIGA

GRAPHICS 82%
✗ Backgrounds are drab with little detail.
✓ Big, bold, well-animated characters.

SOUND 88%
✓ Neat speech when rescuing hostages.
✓ Good title tune – it doesn't grate.

PLAYABILITY 79%
✗ Feels a little sluggish at times.
✓ 15 levels of pure blasting action.

SEGA/US GOLD ● £24.99 ● OUT NOW **81%**

ESWAT: Extremely Silly Walks And Talks.

NUMBER ONE MAGAZINE

POP

TV

FILM

FASHION

EVERY WEDNESDAY!

NUMBER ONE IS PUBLISHED BY BBC MAGAZINES

DRAGON'S LAIR II

TIME WARP

TOUGH CHOICES

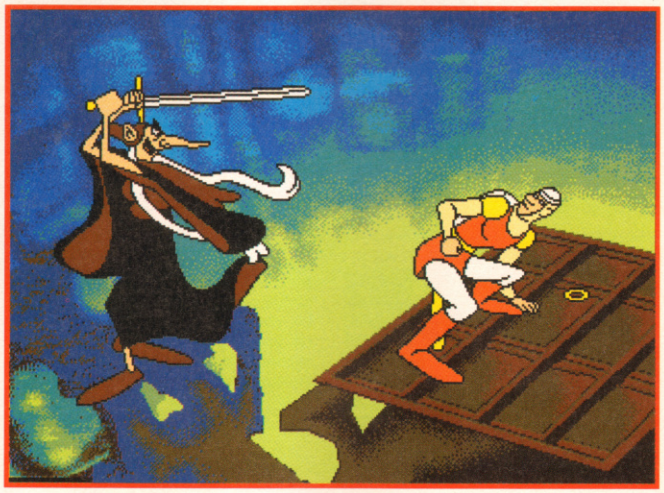
For those of you unfamiliar with Don's work, his games function in a fairly unusual manner. You are presented with an animated tableau which requires a response in the form of a move in one of four directions or a bit of sword bashing. The gamesplaying comes from working out which move to make and when to make it. Often, though, to make things more complicated, a situation may require more than one move to get out of it alive. Once it is all worked out it gives you time to enjoy the comedy in the larger than life animations.

Dick the daring is not something that Richard Monteiro could be called. Julian Boardman, however, is a different breed altogether

It's just a jump to the left/And then a step to the rii-ihiiight/With your hands on your hips/You bring your knees in tii-ight/And it's the pelvic thruu-uhusts/That really drive you insayayayayaaane/ Leeeeett's dooo the Tiiime Waaarp agaaiin.

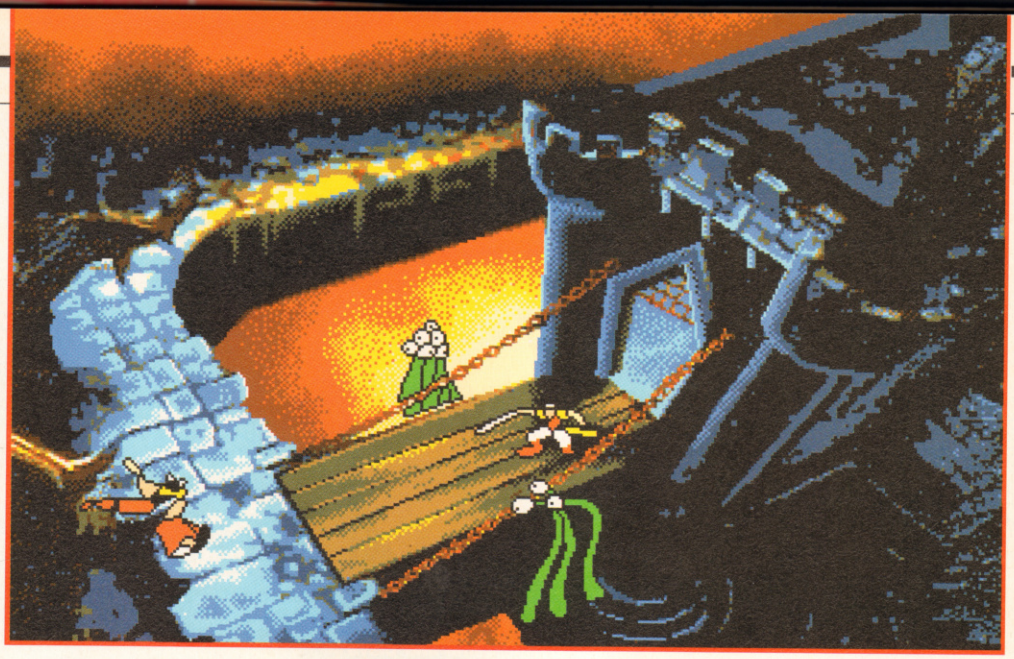
Sorry, folks, but it had to be said, such a glorious party anthem like that could not go unrecognized in the game which clearly took its idea from that seminal stage show, well its title at least.

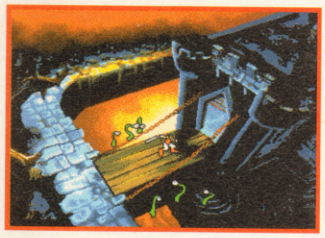
Don Bluth has presented us with the long-awaited sequel to the much



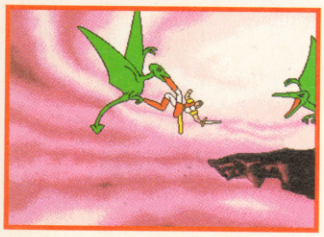
Dirk confronts Mordroc. Mordroc swings the sword at Dirk's head as the knight reaches for the ring. Dirk must jump, first from the ledge and then away from the attacking Mordroc.

"Save me, save me."

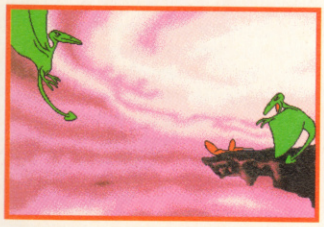




Followed by his screaming mother-in-law, Dirk finds himself on the drawbridge of a familiar castle. In the water below, several green tentacles watch and wait as Dirk seems trapped. Dirk must avoid the tentacles, keep an eye open for his mother-in-law and flee into the castle.



Dirk sees the opportunity to escape from the pterodactyls that have grabbed in this prehistoric time. As the leathery dinosaur flaps its wings, Dirk must free himself and attempt to land on the ledge without injury.



acclaimed *Dragon's Lair*, which in itself brought a whole new area to computer gaming: interactive cartoon adventures. *Dragon's Lair* first made its way into the arcades via laserdisc, and it drew a large amount of media attention at the time. Sadly, though, the machines themselves were a little unreliable and the arcades soon tired of the hassles involved.

This time, however, Dirk is back trying to save the Princess Daphne from a fate worse than death in another time zone, marriage to the evil wizard Mordroc. Not only that, his mother-in-law, Daffy's mother, is extremely annoyed that Dirk has let all this happen again and is out to clobber Dirk with her rolling pin before he can say, "But Mumsy, I only went for a pee and when I came back she had been whisked off to a wrinkle in time, and anyway the sparkle had left our marriage." Things are not going well for Dirk.

It is expensive but it is six disks of fun and the challenge of finding the right move is just as entertaining as any other game I could think of – and it is just so damn funny.

IBM PC READYSOFT/EMPIRE £44.99 ● APRIL '91

ATARI ST READYSOFT/EMPIRE £39.99 ● JULY '91

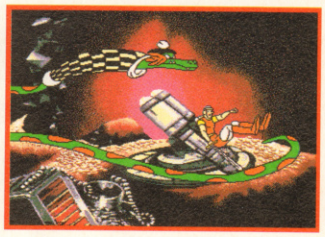
AMIGA

GRAPHICS 96%
✓ More frames of animation than before.
✓ There is a terrific range of characters.

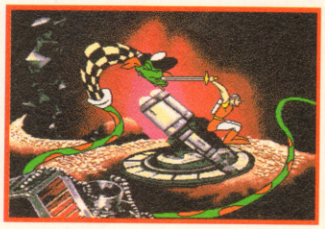
SOUND 95%
✓ Packed with enticing speech.
✓ Reminiscent of old adventure movies.

PLAYABILITY 83%
✗ Once beaten, you won't play it again.
✓ Tougher than before with more stages.

READYSOFT/EMPIRE £39.99 ● OUT NOW **89%**



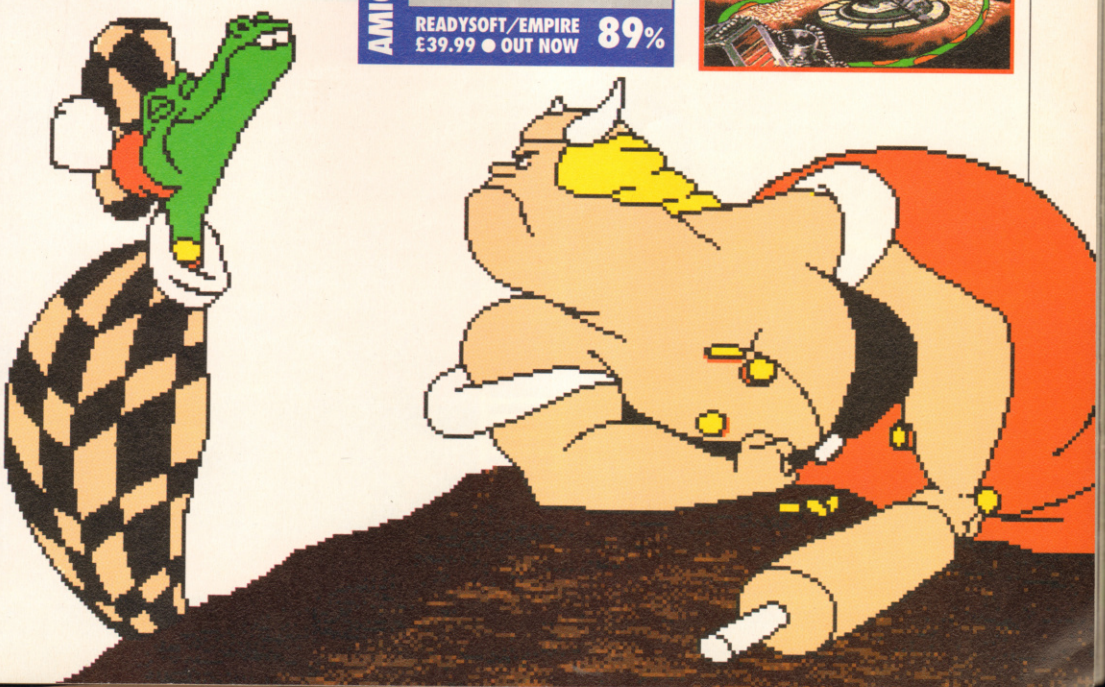
Falling through the hole above, Dirk appears in a treasure room on top of a talking time machine. Behind him a large, green serpent rises out of the coils that fill the room. Dirk must hit the snake's head and avoid the coils trying to wrap themselves around him.



THE DON'S WORK

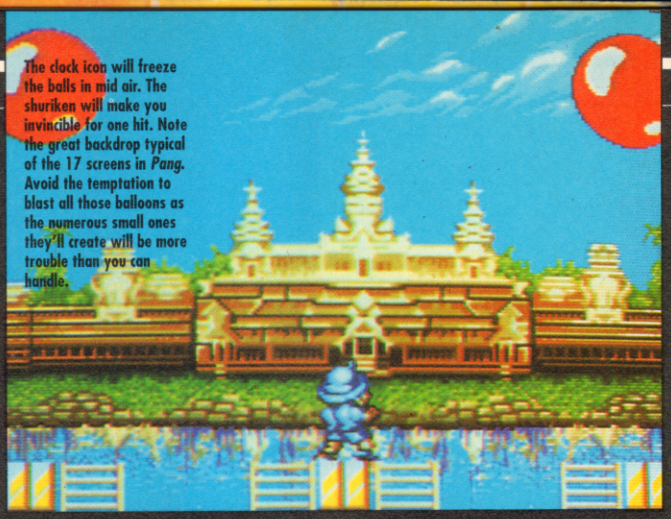
Don Bluth's previous work in the cinema, after leaving Walt Disney in 1979 to go his own way and form Sullivan Bluth in 1984, includes last year's *All Dogs go to Heaven*, and one for the kids a few years earlier, *The Secret of Nimh*.

Sullivan Bluth are moving into multimedia now and hope to release all their past titles – *Dragon's Lair, Space Ace* etc – on console with a view to CD-ROM/CD-I. The first title to appear on the shiny formats is likely to be a shelved laserdisc product called *The Sea Beast*, which has been sitting around since the failure of the laserdisc system used for *Dragon's Lair* and *Space Ace*.

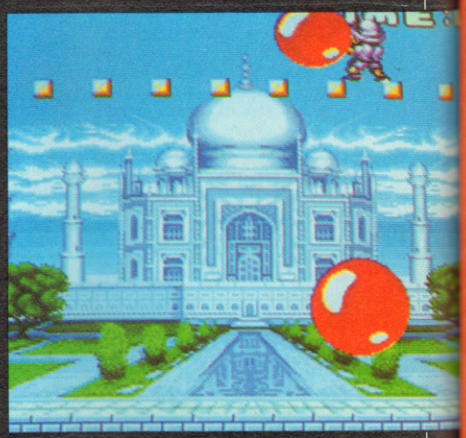


PANG

Should The Software Business be feeling pangs of guilt over this release? Are the folks at TSB saying ooops on seeing this latest coin-op conversion? Les Ellis reckons they'll not be answering the phone for a few months



The clock icon will freeze the balls in mid air. The shuriken will make you invincible for one hit. Note the great backdrop typical of the 17 screens in *Pang*. Avoid the temptation to blast all those balloons as the numerous small ones they'll create will be more trouble than you can handle.



Pang travels to Ramsey Street. Henry, more accustomed to throwing beach balls, is nowhere to be seen. Here you can see the four sizes of balloon you're likely to encounter. The gun icon allows multiple shots – quite useful for when you freeze balloons methinks...

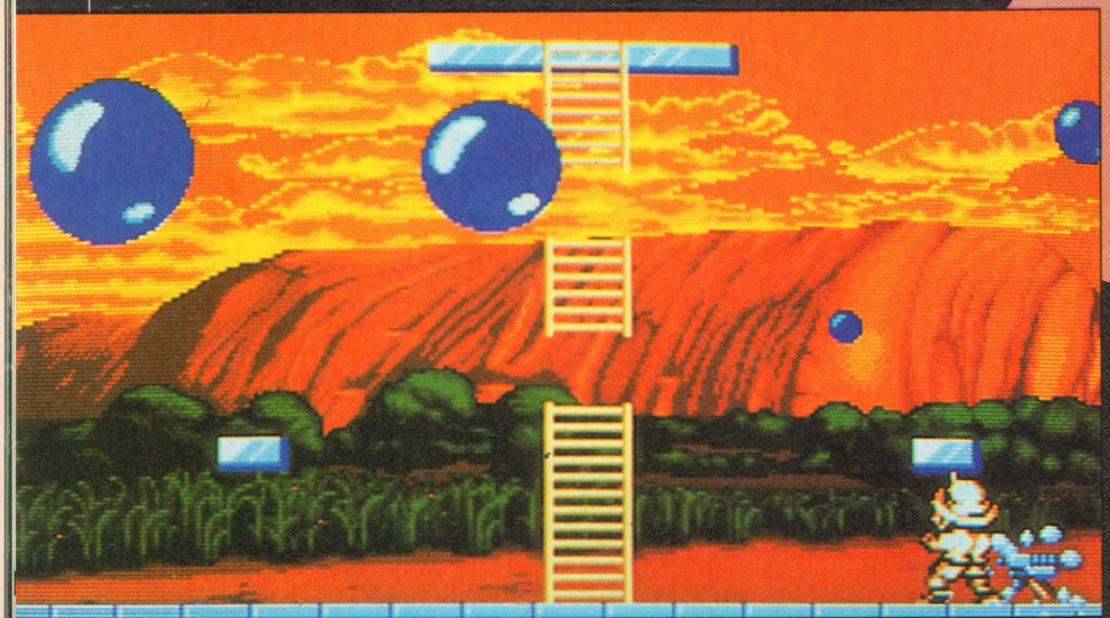
Okay, so Ocean's *Pang* looks exactly the same and plays exactly the same as The Software Business's *Ooops Up*, but who's imitating who. *Ooops Up* has some claim to originality by being the first to be released on computer some five months ago, but Ocean have a fair point when they say that their game is based on an old Taito coin-op. Not wishing to side with either company, RAZE must say that both are as good as each other . But at least the scenarios aren't too similar.

The world has been invaded by floating balloons (stop laughing, it happens all the time – almost) and it is Pang's job to burst them all. Shooting some balloons will release mystery icons. These will either turn out to be weapons, bonuses or harmful objects (so watch out!).

Ooops Up – whoops, Freudian slip – *Pang* allows two players onscreen simultaneously which, as usual, increases the fun immensely. The second player can join at any time during the game, which is useful if you need extra help to get past some of the later levels – and you will.

The balloons have invaded 17 countries of the world and you must travel to each and clear the skies. The air is full of balloons of all sizes, ranging from whoppers, which split up when shot, to tiddlers that don't bounce very high and are thus hard to shoot.

My only question is that in this age of AIDS, should we be promoting something which encourages you to get rid of balloons?



Balloon-busting at Ankor Watt. The eponymous hero encounters the two biggest balloons you're likely to see this side of Dolly Parton. This shouldn't present too many problems if you concentrate on one balloon at a time.

ATARI ST £24.99 ● OCEAN ● OUT NOW

IBM PC £29.99 ● OCEAN ● OUT NOW

AMIGA

GRAPHICS 80%
✓ Recognisable backdrops at each city.
✓ The Pang sprite certainly has character.

SOUND 75%
✗ Little variation from the few FX.
✓ A large selection of boppy tunes.

PLAYABILITY 85%
✓ A simple idea, very easy to get into.
✓ Little content but very addictive.

OCEAN ● £24.99 OUT NOW **83%**

Anyone hungry for a Wimpy?

SENSATIONAL SPRING CLEARANCE

NEC PC ENGINE

NEC PC Engine with free game & 12 months warranty. Choose from either PAL or SCART versions.

Only £129.99

ASCII Joystick	24.99
Battle Set (Joypad + 5 Player Adaptor)	29.99
Five Player Adaptor	14.99
YS (CD Rom)	29.99
Pro Basketball	29.99
Bloody Wolf	29.99
Bull Fight	29.99
Cybercross	19.99
Deep Blue	12.99
Drunken Master	12.99
Dragon Fighter	12.99
Victory Run	32.99
Wataru	24.99
War of the Dead	12.99
Dungeon Explorer	32.99
Knight Rider	32.99
Legendary Axe	32.99
Golf Boy	19.99
F1 Pilot	12.99
Energy Man	12.99
F1 Triple Battle	29.99
Fantasy Zone	19.99
Space Adventure (CD Rom)	12.99
Heavy Unit	29.99
Mr Heli	19.99
Japan Warrior	12.99
Motoroader	19.99
Side Arms	32.99
New Zealand Story	29.99
Nectaris	32.99
Necromancer	29.99
Overhauled Man	12.99
Pacland	29.99
Poor Story	12.99
R-Type 1	32.99
Rock On	24.99
Space Harrier	12.99
Shada	12.99
PC Kid (Bonk)	32.99
Neutopia	32.99
Shinobi	32.99
Shanghai	12.99
World Series Baseball	12.99
Sweet Meeting	12.99
Tales of a Monsterpath	12.99
Power League Baseball II	24.99
Honey Sky	19.99
Galaca '88	32.99
Volfield	29.99
Vigilante	24.99
Wonderboy II (CD Rom)	12.99
P47	24.99
Tiger Road	24.99
Atomic Robo Kid	24.99
Blodia	24.99

ATARI LYNX

Fully portable colour game system. Supplied with free California Games cartridge and AC adaptor.

Only £124.99

Blue Lightning	26.99
Chips Challenge	26.99
Electrocop	26.99
Gates of Zendocon	26.99
Gauntlet 3rd Encounter	31.99
Klax	26.99
Ms PacMan	26.99
Road Blasters	26.99
Slime World	26.99
Xenophobe	26.99
Rampage	26.99
Robo Squash	26.99
Rygor	26.99
Shanghai	26.99
Paperboy	26.99
Zarlor Mercenary	26.99

ATARI ST

All the following STs come with a free Tenstar Games Pack including the following ten games:-
Asterix, Chess Player 2150, Drivin' Force, Live & Let Die, Onslaught, Pipe Mania, Rick Dangerous, Rock 'n Roll, Skweek, Trivial Pursuit (Total RRP £219.78)

520STFM Discovery Pack £299.99
520 ST-E Turbo Pack £399.99
520 ST-E Extra Pack £499.99

All the above prices include VAT and Postage and Packing. Please make cheques/postal orders payable to The Words Works Ltd and send to:

Mail Order, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH
Tel: 0225 765086 Fax: 0225 777869

SEGA MEGA DRIVE

Sega Mega Drive which will run on a TV or monitor and is compatible with all UK, American and Japanese software (RRP £189.99). Supplied with free game.

Only £159.99

Thunderforce 2	31.99
Last Battle	31.99
Ghouls 'N Ghosts	40.99
Alex Kidd in Enchanted Castle	26.99
Rambo III	23.99
Forgotten Worlds	31.99
Mystic Defender	31.99
Truxton	31.99
Super Thunderblade	31.99
Space Harrier II	31.99
Super Hang On	31.99
Revenge of Shinobi	31.99
Golden Axe	31.99
Super League Baseball	31.99
World Cup Italia 90	26.99
Arnold Palmer Tournament Golf	31.99

SEGA MASTER SYSTEM

Sega Mega System with 2 control pads and free game.

Only £77.99

SEGA MASTER SYSTEM PLUS

Sega Mega System with Light phaser, 2 control pads and two free games.

Only £97.99

Afterburner	26.95
Alex Kidd in High Tech World	22.95
American Pro Football	22.95
California Games	24.95
Chase HQ	26.95
Double Dragon	22.95
Galaxy Force	24.95
Ghostbusters	24.95
Kung Fu Kid	22.95
Miracle Warrior	29.95
Operation Wolf	26.99
Psycho Fox	22.95
R-Type	26.95
Rocky	22.95
Vigilante	22.95
Wonderboy	23.95

Many more titles available. Please ring or write for full list

NINTENDO GAME BOY

Supplied with free adaptor, earphones + Tetris.

Only £65.99

Super Marioland	18.99
Tennis	18.99
Qix	18.99
Solar Striker	18.99
Alleyway	18.99
Golf	18.99

More titles due for release soon. Please ring for details.

Post form to: Mail Order, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH.

I would like to order _____

and enclose a cheque/PO for _____

Name _____

Address _____

_____

_____

Postcode _____ Tel. No _____

SWITCHBLADE

Julian Boardman dusts off the GX4000 to play Gremlin's first console game

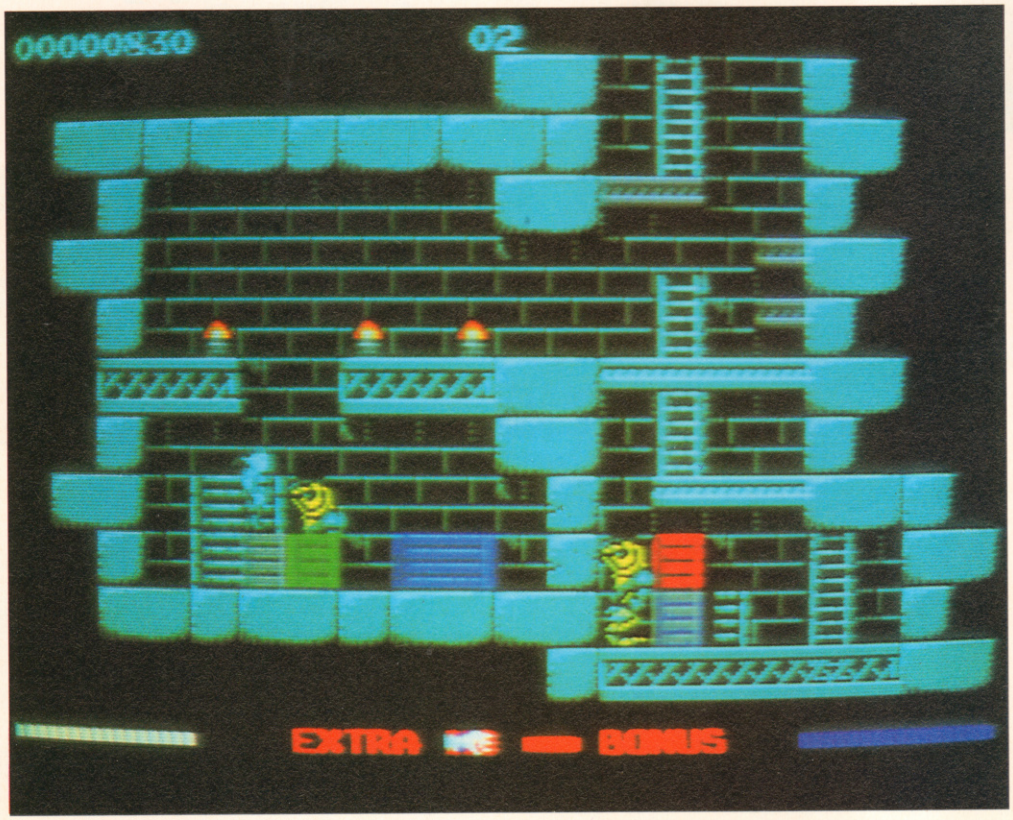
Our hero, Hiro, is a lonely chap, being the last of the Bladeknights and all. The thing is, someone called Havok created havoc (where *do* they get these names?) by coming along and wiping out the inhabitants of the Undercity on the Cyberplanet of Thraxx. This all happened because some clutz dropped the protective Fireblade shattering it into 16 pieces. This left the inhabitants a little vulnerable to Havok who waltzed in and killed them all, except our Hiro. Feeling a bit disturbed, Hiro has taken it upon himself to avenge his people and kill Havok.

The platform action that ensues brings on a hideous amount of cybernetic dorks all hell-bent on providing you with target practice. None of them really present any danger on the first few levels, merely a nuisance, and for the first ten minutes or so it makes the game little more interesting than watching John Major.

The really odd thing about it is that after these first few minutes the gameplay picks up and you find yourself getting involved, almost despite yourself, into finding your way around the levels.

Switchblade can't hope to appeal to anyone entering their teens or older. This isn't because the game's bad, it's just that the gameplay is very simple. The age of GX4000 owners is very young anyway so this shouldn't be too much of a stumbling block for the game.

A couple of Mansnakes, those "fierce cybernetically enhanced serpent-men armed with powerful mechanical claws", ask Hiro in for a cup of tea.



Our lone hero has seven weapons at his disposal as well as his hand-to-hand skills. They are:

BLADE: The length of the combat power meter determines the range of this weapon.

SCORCHBALL: As above, however, this weapon will take multiple hits on an enemy and will only stop when it hits a solid wall or exceeds its range.

DART: Of limited range and the combat power meter has no effect on it.

SPINBLADE: Length of the CPM determines the speed at which this weapon is fired.

NEEDLE BOLTS: Length of the CPM affects the number of bolts fired and therefore the hit-power of the weapon.

TRISPIKE: Unlimited range and the CPM has no effect on its power.

FIREBLADE: The most powerful weapon available and the only one that can defeat Havok with its unlimited range. The CPM has no effect.

GX 4000

GRAPHICS **74%**
✗ Dull in the Undercity.
✓ A flashy set of intro screens.

SOUND **71%**
✗ No sound effects.
✓ "Interesting" accompanying tune.

PLAYABILITY **76%**
✗ Level of difficulty could be higher.
✓ Plenty of secret rooms to discover.

GREMLIN ● £19.99 ● OUT NOW **75%**

This will not be Gremlin's only Hiroquest.

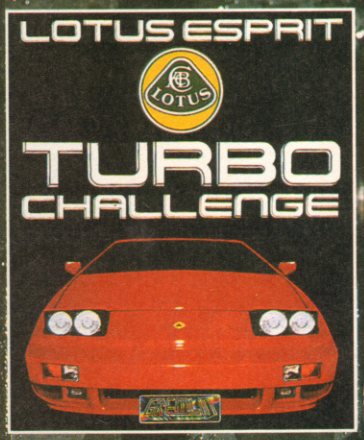
ONLY GREMLIN CAN DO THIS

LOTUS 94% C & VG, 94% Raze Rave, 90% ST Action Award, 90% Zero Hero, 88% Amiga Action Award.
TOYOTA C & VG Hit, Amiga Action Award, ST Action Award, More To Follow.
TEAM SUZUKI .... Prepare To Be Amazed ....

APPROVED AND LICENCED PRODUCT OF GROUP LOTUS PLC.

LOTUS

"LOTUS ESPRIT TURBO CHALLENGE demands immediate purchase" C & VG 94%.



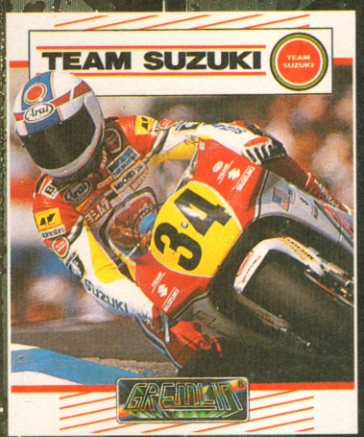
ENDORSED BY TOYOTA (GB) LTD.

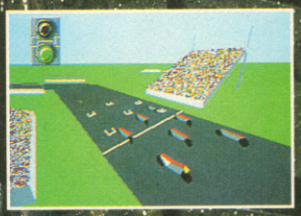
TOYOTA
CELICA
GT
RALLY

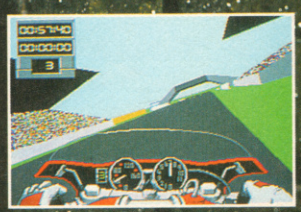
"TOYOTA really is an excellent game... very playable" ST ACTION.

TEAM SUZUKI

"3 D speed truly impressive ... superb fast polygon graphics ... Realistic Races" ACE Jim Douglas.





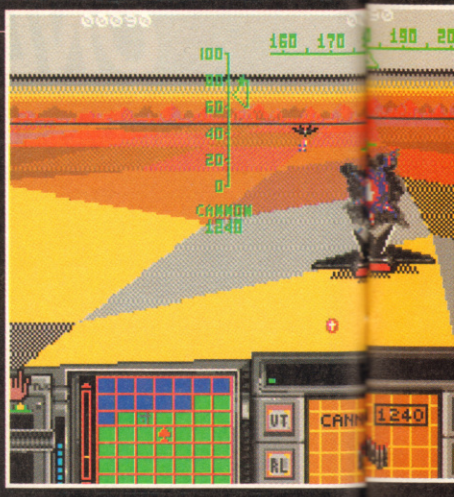


ENDORSED BY SUZUKI GRAND PRIX TEAM.

GREMLIN®

GREMLIN GRAPHICS SOFTWARE LTD, CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS TEL: (0742) 753423

ATF II



It's either arcade action or a flight sim for the simple minded. Hoping it was the latter, Julian Boardman tried to join the flight sim fraternity

There's something celestial about flying through the skies, surveying all around you and contemplating life, the universe etc. Personally, the nearest I've come to flying is on the odd occasion I hand my reviews in late – but that's a different type of kinetic energy.

ATF II is based on the Advanced Tactical Fighter which will be in service in the 21st century. You view the ATF from behind its tail, flying into the 3-D environment. You have eight categories of target to annihilate, on air, land and sea.

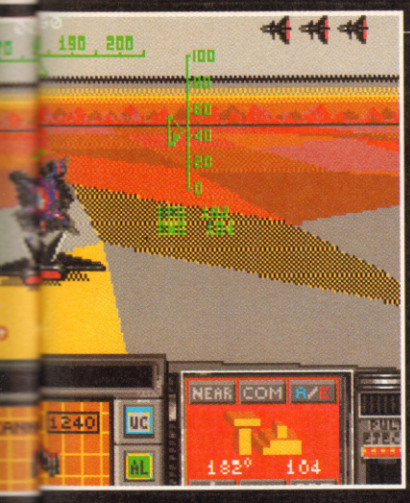
Where *ATF II* differs from games like *Afterburner*, is in the element of strategy involved before you can get your teeth into the arcade action. Prior to each flight you get a mission briefing showing your objectives in a certain area. You can choose in which area you wish to fly from the eight available or select the random facility. Once your objectives have been

At this screen you can choose which part of the world you wish to fly to, or select *Random* and leave it to the computer. While the scenary changes from location to location, the foes and targets you must knock out remain the same.

From the top left and clockwise. The ATF is just leaving the runway, preparing to wipe out as many of those little enemy buggers he can possibly find. An enemy fighter closes in from the right... and gets in behind the ATF. It could be all over... but some nifty manoeuvring gets the enemy plane right in the ATF's sights...

HEADS UP TACTICAL FIGHTER COMING YOUR WAY

The lefthand vertical scale of the HUD shows thrust setting (solid triangle) and speed (pointer). Below that the selected weapon is shown and the number left. The righthand vertical scale shows ground level (solid triangle) and altitude (pointer). Below this the bearing and range of the selected target are displayed. The horizontal scale shows the compass heading of your craft (pointer) and the bearing of the selected target (solid triangle). If the bearing is off, the scale a pointer will show you which way to turn.



shown you must load up the craft with weapons and fuel, adjusting the elements according to your mission requirements. Missions are many and varied, and only a true expert will be able to adjust to all the environments encountered.

VT: Vectored Thrust. Used to slow down in combat.

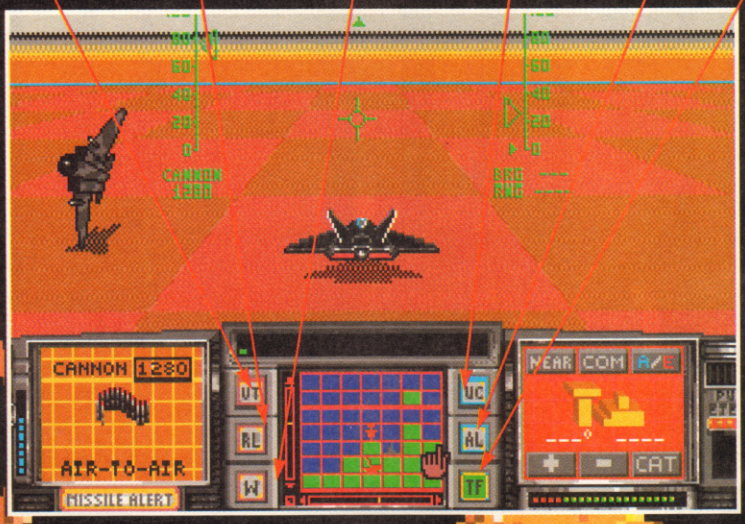
RL: Will make the ATF perform a barrel roll.

W: Weapon Select.

UC: Undercarriage.

AL: Automatic Landing at home base.

TF: Terrain Following Radar.



The mouse-activated instrument panel has three Multi Function Displays (MFDs) that lie between the throttle on the left and the eject lever on the right. The lefthand MFD shows the weapons status screen, which will display the selected weapon and the number left. The centre MFD shows a small scale schematic map which gives details of enemy and allied positions in the local area. The righthand MFD shows the target selection area. From here you can select the nearest target, enemy or allied, to fly towards, enemy targets are always in red. Known enemy positions will result in a compass reading and a distance. If more than one position is known of a certain type of target then clicking on "+" or "-" will flick through the other targets.

AMIGA

GRAPHICS **76%**
✗ Aircraft sprites could be more detailed.
✓ Clever patchwork effect for movement.

SOUND **74%**
✗ Very few and very dull effects.
✓ Informative, if nothing else.

PLAYABILITY **84%**
✗ Easy levels are *very* easy.
✓ Balance of power ensures addiction.

DIGITAL INTEGRATION ● £24.99 ● OUT NOW **81%**

This is the pre-flight briefing room. Here enemy and allied positions are shown on the map of the particular area of the world that has been selected. Just below the key to the map is a message screen where you will read your mission briefing, usually a description of known targets.

ATARI ST

GRAPHICS **77%**
✓ Impressive title sequence on the STE.
✓ Great 3-D effect as you rush past objects.

SOUND **78%**
✓ The engine noise really fills your ears.
✓ Better and more informative effects.

PLAYABILITY **85%**
✓ Easy to play arcade section.
✓ Top levels give a very difficult challenge.

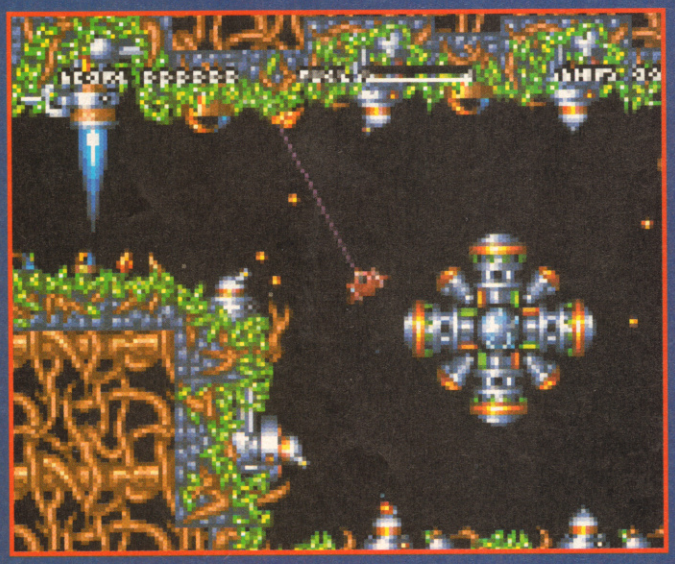
DIGITAL INTEGRATION ● £24.99 ● OUT NOW **82%**

ZARATHRUSTA

After missing out on the Elvira review, Les Ellis was all worked up for a bit of thrusting

The tyranny of the Empire has gone on for too long. The Resistance is almost ready for their attempt to end the reign of the Emperor.

They have managed to steal several Imperial starships, but there is only one problem. Imperial ships don't use the same



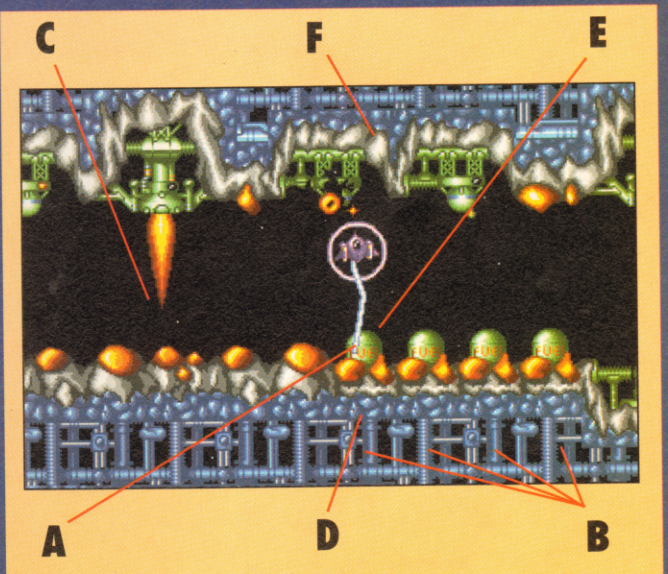
What fun, the cannons are firing at you, the jet flame kills all, you've run out of Coke and now this giant makes an appearance behind you.

THRUSTING BACK IN TIME

Zarathrusta **is based on an old C64 game called** ***Thrust*****. When programmer Kevin Smith heard of Peter Verswyvelen's reincarnation of his old game on the Amiga he was overjoyed. The holders of the original copyright, MicroProse (through Firebird), also had no qualms about an enhanced and redesigned version of their old budget game. Yes, BUDGET,** ***Thrust*** **came out for just a few quid on the C64, and was quickly followed by Spectrum and Amstrad versions.**

16-bit versions of the original game are not officially available, but we did manage to get our hands on an unreleased Atari ST version. It seems MicroProse had second thoughts about releasing this version on the ST. Understandably, a true conversion from the 8-bit format would not look too special on the 16-bits, with wire-frame graphics and poor spot effects, but what Hewson have done is something else. Graphic artist Erland Robaye has created some of the most varied and challenging landscapes you're ever likely to want, and programmer Peter Verswyvelen has done wonders with the gameplay and content. Like ***Thrust*** **on Commodore's 8-bit machine,** ***Zarathrusta*** **looks like being a cult game on their 16-bit.**

There are definitely no plans for a ST version – consoles, though...



A
Your ship battles against the elements to collect the fuel.

B
Zapping these fuel pods with your tractor beam will increase your ever decreasing fuel tanks.

C
This jet thruster will randomly shoot out a jet of flame destroying anything in its path.

D
This is your tractor beam. It is used to pick up pods and collect any extra fuel or lives.

E
Your shield will prevent you from being destroyed by cannon fire or hitting the sides, but it uses up a lot of fuel.

F
You'll have to keep an eye on your fuel gauge at all times. You'd be amazed how fast the fuel can go down.

power crystals as the resistance craft so someone has to go to the Empire's stronghold on one of their storage planets and get some. Being the bravest/stupidest pilot in the Resistance, you step forward, gladly volunteering your services.

You have to manoeuvre your ship through the planet and its underground network using your thrusters to make those hairline movements. To make it that little harder, the planets are not totally undefended, cannons are dotted around and will fire at you on sight.

Some planets have reverse gravity, which not only adds to the fun, but is also beneficial if you want to get off the planet quickly without using excessive fuel. Extra fuel can be picked up along the way from containers embedded into the rocky landscape. There are 50 levels to get through which should keep even the most experienced thruster going.

AMIGA

GRAPHICS **82%**
✓ Clear and incredibly accurate.
✓ Small but packed with detail.

SOUND **83%**
✓ Super, strong, title music.
✓ Brilliant in-game effects for thrusting etc

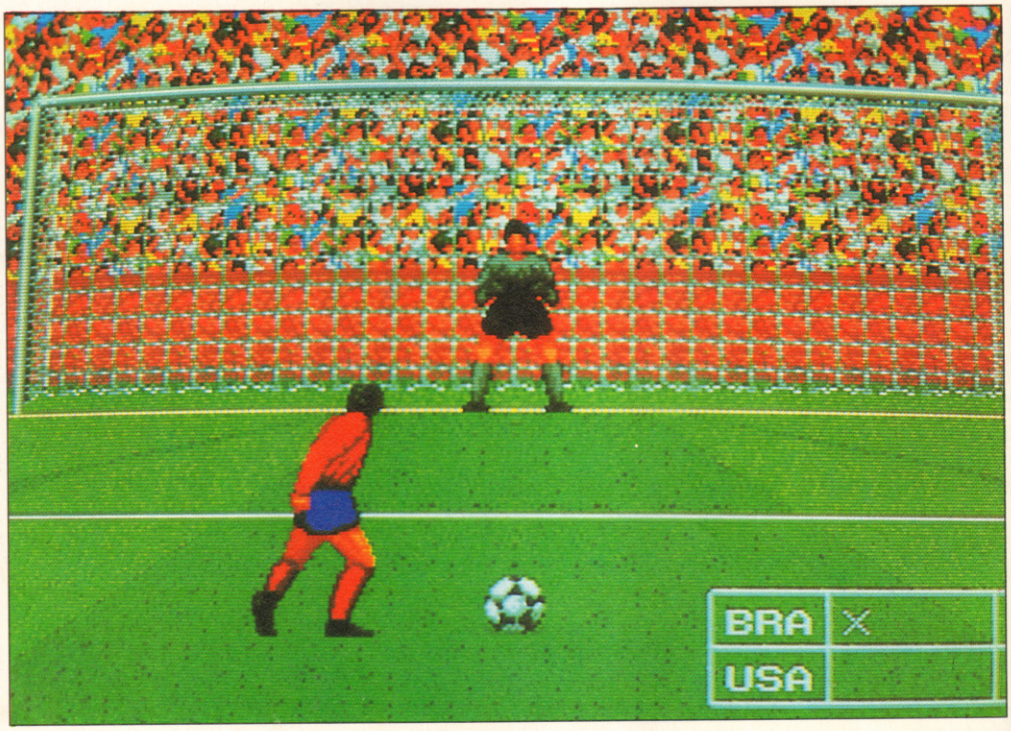
PLAYABILITY **88%**
✓ Fiendishly addictive concept.
✓ 50 levels means you won't get bored.

HEWSON ● £24.99 ● END FEB **86%**

Zarathrustra was the Avestan name for a Persian prophet who live around 500BC.

WORLD CUP ITALIA '90

He's football crazy, he's football mad, his name's Les Ellis, and he's a really bad lad!



The close-in penalty shoot out on the Mega Drive is only available during play. On the Master System, you're able to practise the penalties from the main menu too.

Sega actually squeezed this one out before Christmas, so it looks like the title could be just relevant and they receive the award for the last footy game to be released in the World Cup year. It all seems so long ago now, but just six months back Gazza was crying his eyes out and Maradona was rolling in the grass. *World Cup Italia '90* tries to bring back all the great moments of last year's tournament and does so quite successfully.

You can either enter the tournament proper, practise against the computer, or challenge some dork to a two-player match. Sadly, the tournament is only available to one player. Surprisingly, though, the Master

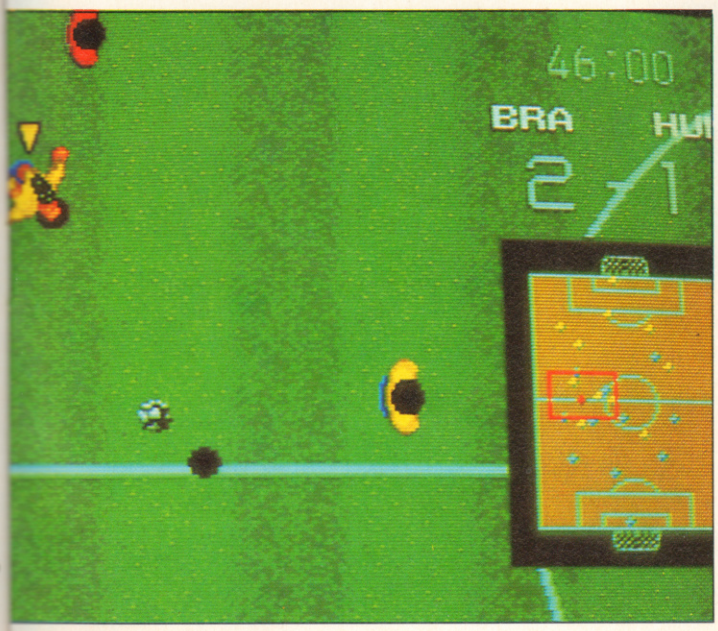
Manchester United's top player earned £120,000 in 1990.

Who needs Gazza as goal king Ellis sticks another one away in the back of the net.

System version has the added attraction of being able to practise penalties – perhaps the Mega Drive couldn't handle it, ha, ha.

After choosing your arena of combat, you must decide which teams you wish to use. A map of the world is displayed, with teams range in difficulty just like their real life counterparts. For instance, if you choose to play the Brazilians against the Chinese, whoever's in control of the Brazilian team will have a significant advantage. Each player within the team also has their relative attributes which must be taken into account when you're choosing you team's players.

As you progress through the World Cup, the opposition get significantly harder. A little tip... Brazil are the best team (nuff said).



While in possession, pressing button A will make you pass the ball, button B will provide a long high kick while button C will kick the ball along the ground.

MEGA DRIVE

GRAPHICS **85%**
✓ Smooth scrolling pitch, good animation.
✓ Lots of great set-piece screens.

SOUND **79%**
✗ Poor title tune and corny during play.
✗ Feeble whistle and strange groans.

PLAYABILITY **81%**
✗ Doesn't always pick the nearest player.
✓ Two-player mode is great fun.

SEGA ● £29.99 ● OUT NOW **82%**

MASTER SYSTEM

GRAPHICS **86%**
✗ Poor pitch colours; very plain.
✓ Good intro screens and characters.

SOUND **77%**
✓ Tasteful piece of title music.
✓ Realistic whistle effect.

PLAYABILITY **83%**
✗ The pitch can get crowed with players.
✓ Madcap action for two players.

SEGA ● £24.99 ● OUT NOW **84%**

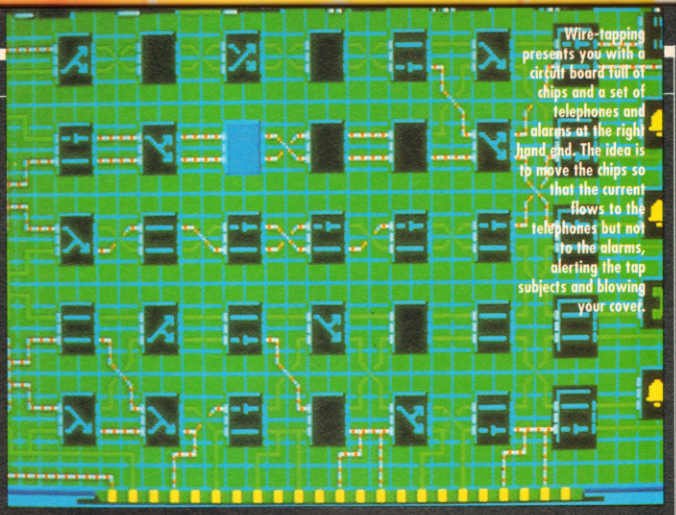
Manchester United will announce a loss of nearly £3m at their AGM in January 1991.

COVERT action

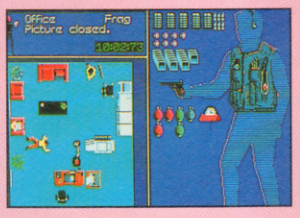
When it comes to going under the covers, Julian Boardman has no qualms. Particularly when he gets to wear his pink Gus Honeybun slippers

Being the only freelance secret agent in the Western world, Max Remington is something of an enigma. His background is unknown following an identity change, but it is rumoured that he began his distinguished career in the CIA. However, his ability and "Maverick" attitude soon meant he was falling foul of the stringent regulations. The frustration caused him to turn freelance, working for almost every Western government in a very well respected and high-security capacity.

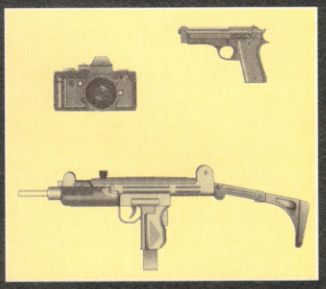
He became very selective about what work he took and when, but he always took the direct requests of the US President, never turning down a plea for help. This is how these adventures begin, a directive from the President..



Wire-tapping presents you with a circuit board full of chips and a set of telephones and alarms at the right hand end. The idea is to move the chips so that the current flows to the telephones but not to the alarms, alerting the tap subjects and blowing your cover.

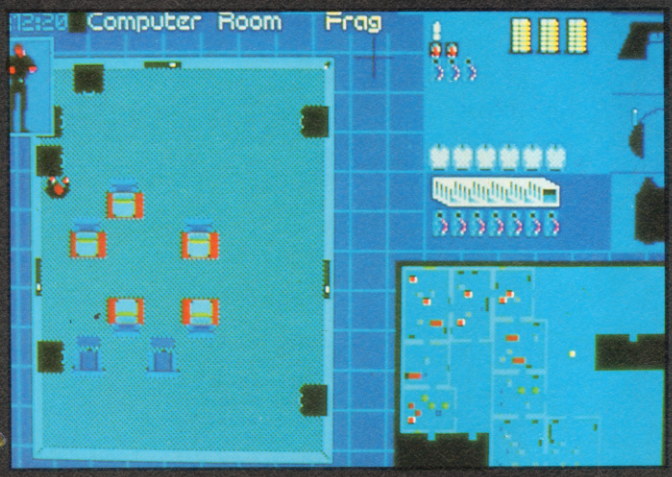


There are four main elements to the game: Combat, Driving, Electronics (wire-tapping) and Cryptology. Combat is the skill required if any dodgy situations arise with enemy agents, involving shooting and hand-to-hand combat. Combat is joystick controlled and seen in a simplistic, almost diagrammatic fashion from above.



Before you break into a building, you must decide what to take with you. The automatic handgun is standard issue fitted with a silencer. The gun fires a recently developed type of bullet which stuns the target for several hours. The gun takes longer to aim and fire than the Uzi. The Uzi submachine gun is also fitted with a silencer and fires the new stun ammo. However, with the Uzi you can just blast everything in sight, no messing about with aiming. The camera is very similar to the famous Minox miniature. Coming with 36 exposures, the little camera is easy to use – but once you're out of film, that's it.

The President can give you no end of changing missions. The mission generator is designed like this so that you will never be able to complete the whole of the game and render it obsolete. All your missions are based here, in the CIA's central control room at Washington.



A scene from the breaking in section. Most of the action takes place in the left half where you control Max Remington. Top right of the picture you can see that Max has taken with him the handgun, camera, motion detector (alerting him to incoming guards) and the kevlar armour (allowing Max to take up to four hits to the body). The bottom corner displays a plan view of the rooms in the building.

IBM PC

GRAPHICS 74%
✗ Mostly functional, even in VGA, but...
✓ ...the suspects are instantly recognizable.

SOUND 76%
✓ Supports Roland and AdLib boards.
✓ No extraneous sound effects.

PLAYABILITY 83%
✓ Ever-changing missions are great.
✓ The four sub-games break the tension.

MICROPROSE ● £29.99 ● OUT NOW

83%

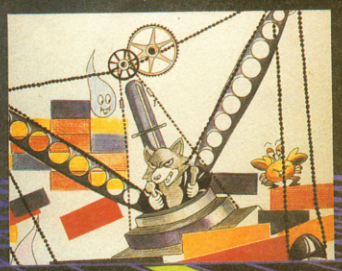
"Do you expect me to talk?" "No, Mr Bond, I expect you to die!"

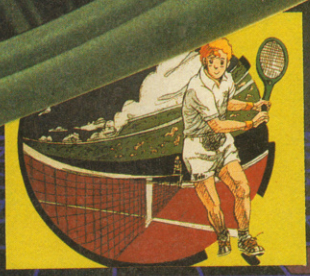
GAMATE®

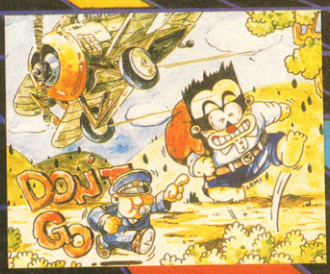
COMPACT VIDEO GAME SYSTEM

Includes:

- Game System Console
- Stereo Headphones
- Manual
- Gamate Gamecard
- 4 "AA" Batteries
- Portable, Hand-Held Design







- Dot Matrix LCD.
- Single player or Dual player facility with optional lead.
- Rechargeable battery pack or AC adaptor available separately.
- Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each.

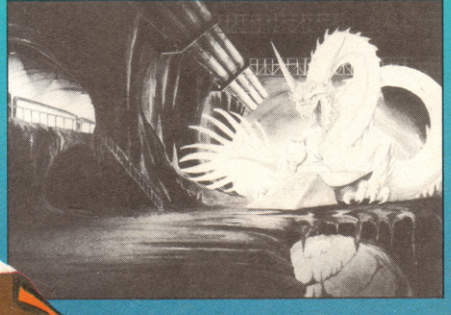
ONLY
£59.99
WITH FREE GAME

CHEETAH

CHEETAH INTERNATIONAL LTD.
Norbury House, Norbury Road,
Fairwater, Cardiff U.K. CF5 3AS.
Telephone: (0222) 555525
Telex: 497455 Fax: (0222) 555527

RAVE

Denying that he suffers worse breath than Clifford or hums along to Puff the Magic Dragon, Paul Rigby gets his fingers burnt with this piece of hot property



Deep, deep,

RISE OF THE DRAGON

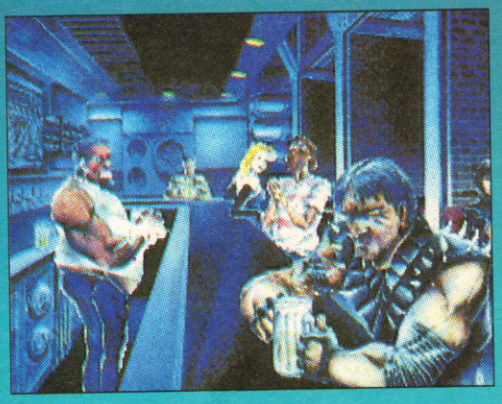
The year is 2053. Los Angeles is thick with pollution. The streets are filled with the sick and the homeless, the starving and the desperate. Junkies mix with psychotics, prostitutes with gang leaders. It is a world to compare with the film *Bladerunner* – "down and dirty" as Dynamix call it.

Basically, we have some sort of being out to create havoc by pushing a new type of drug that not only provides immense pleasure, but also a horrible death by mutation. The "thing" behind this scheme wishes, ultimately, to "restore chaos to the universe and rule once more".

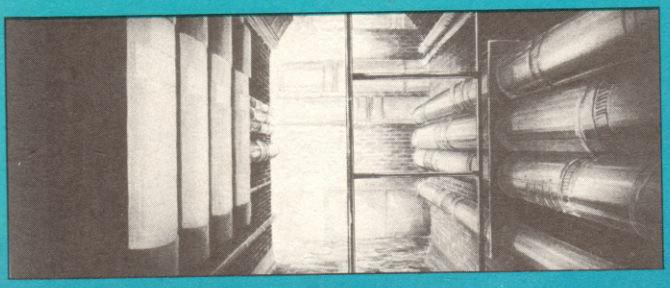
Of course, as streetwise PI Blade Hunter, you don't believe a word of this superstitious gunk – do you? But when the mayor's daughter falls foul of the killer drug you're hired to track down the fiend behind the whole affair.

Rise of the Dragon sets out to be a good-looking, friendly game that provides depth of gameplay without the brick wall that a dodgy parser can provide and that's just what you get! The game is smothered with excellence. The art - it would be insulting to call them graphics – is unsurpassed and the environment almost movie-like.

Once in a while there comes a game that will appeal everyone, this is one such game.



Moving around is simple. You move from your flat to the underground in one location move. From there you can access a travel map. Click on the place names and you're transported straight there. When you find more information from items and characters you may see new place names appearing on menus.



"In the Age of Decay,
Marking the Dawn of Darkness,
The Dragon will arise.
His evil will become an addiction
In the souls of mankind,
And death will be a blessing
To those he has touched.
Many will fear him,
Many will fall before him,
One will sacrifice all to destroy him."

A FREE STAN BOARDMAN!

Rise of the Dragon is a whopping great game. Around 8Mb of code is stuffed onto seven high density 5.25 inch disks (3.5-inch disk are available). Included with the 43-page documentation manual is a 29-page comic book (complete with daft advertisements). Within the comic book is a "step by step guide to private investigation" which takes a tongue-in-cheek look at one or two PI techniques. More importantly, though, it also includes tips on how to use some of the many objects you will come across (such as your ID card, wire tester, bombs, etc).

Time plays a big factor in *Dragon*. Events happen at certain times (you get tired and must sleep once it gets too late, for example), and you do have the opportunity to advance the time by minutes or hours if you wish. In addition, characters remember you from previous encounters. You will find that you will get a different response from a character if you chat to them again after an hour's break and then again after a day's break. Characters may have further information for you the following day.

PC CD — DYNAMIX/SIERRA — £TBA ● LATE 91

CDTV — DYNAMIX/SIERRA — £TBA ● 1992

IBM PC

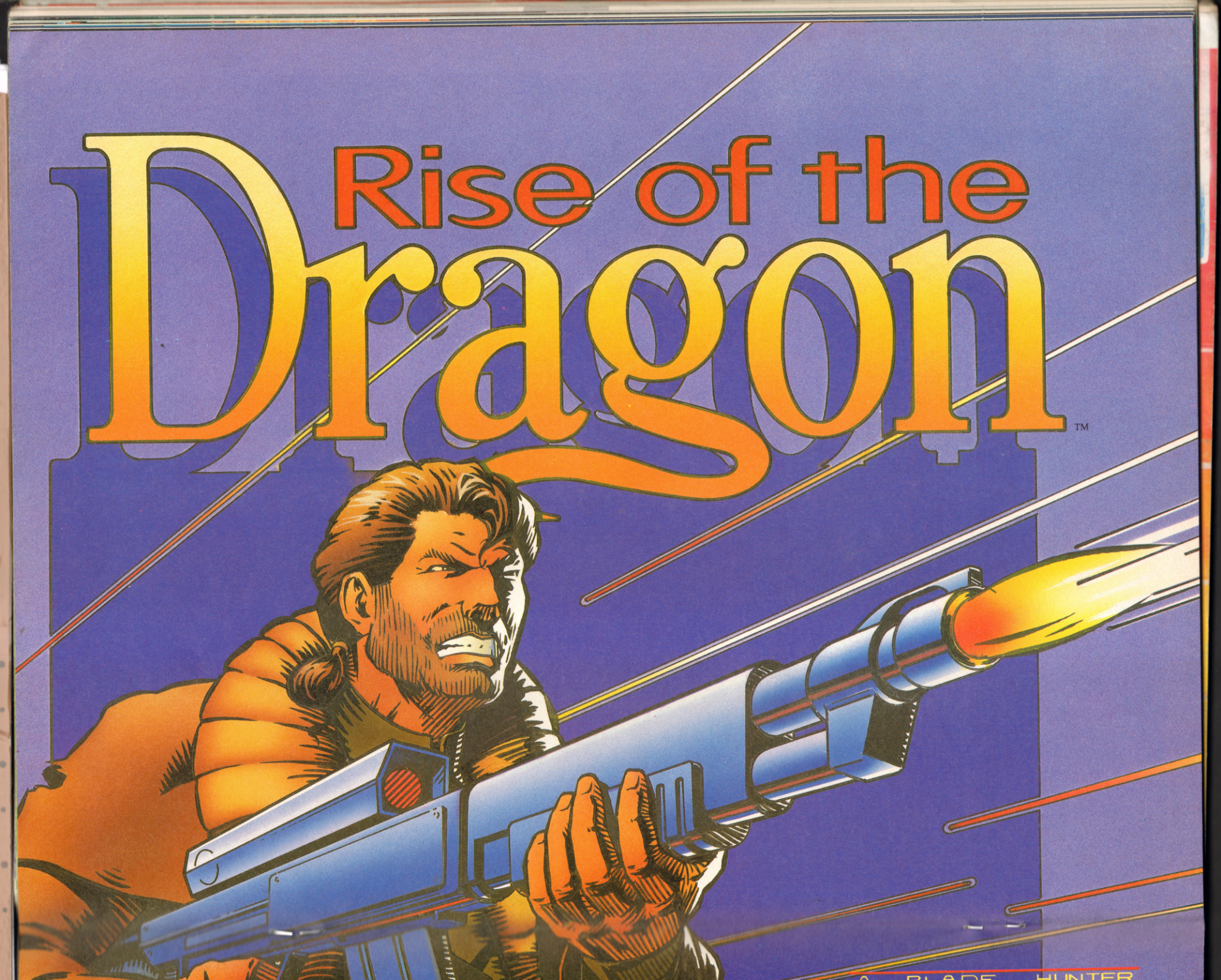
GRAPHICS 96%
✓ Gob-smacking!
✓ Truly superb!

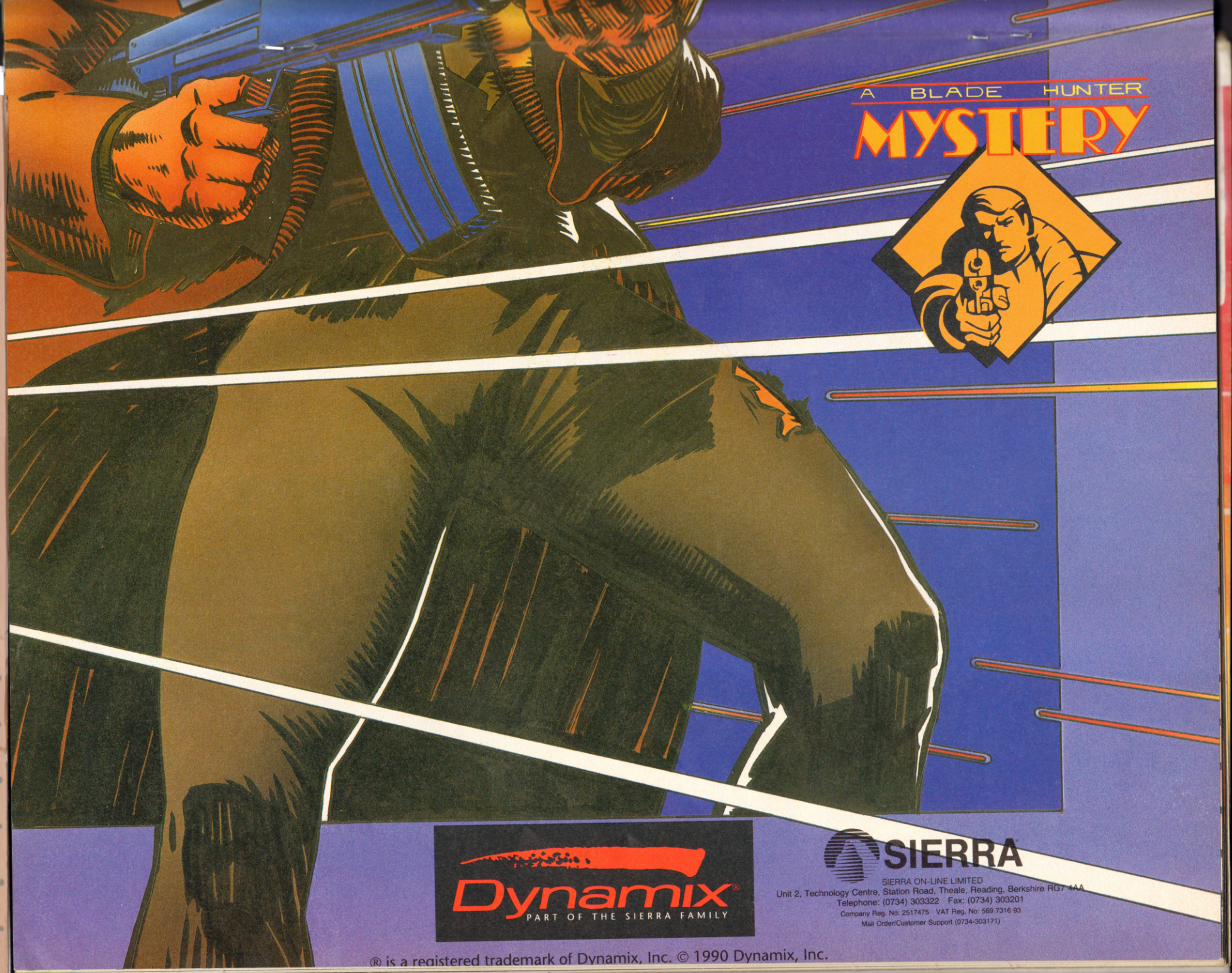
SOUND 90%
✓ Good support for Roland AdLib.
✓ Very atmospheric and varied.

PLAYABILITY 92%
✗ Slow PC owners can forget it.
✓ More depth than Santa's sack.

DYNAMIX/SIERRA ● £29.99 ● OUT 2/91 — 92%

Do androids dream of electric sheep?


Rise of the
Dragon™



Dynamix®
PART OF THE SIERRA FAMILY

SIERRA

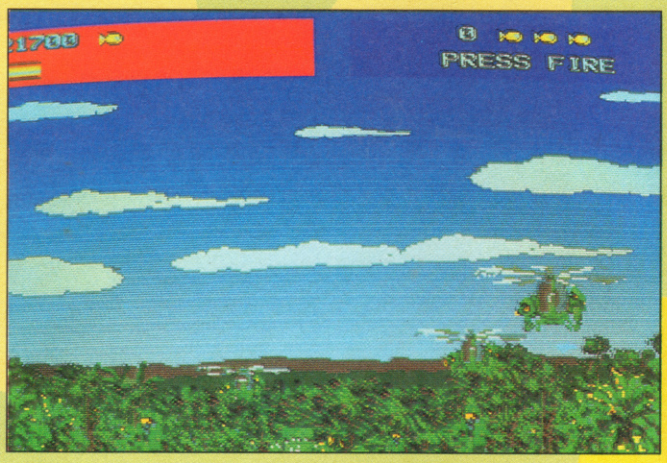
SIERRA ON-LINE LIMITED
Unit 2, Technology Centre, Station Road, Theale, Reading, Berkshire RG7 4AA
Telephone: (0734) 303322 Fax: (0734) 303201
Company Reg. No: 2517475 VAT Reg. No: 569 7316 93
Mail Order/Customer Support (0734-303171)

® is a registered trademark of Dynamix, Inc. © 1990 Dynamix, Inc.

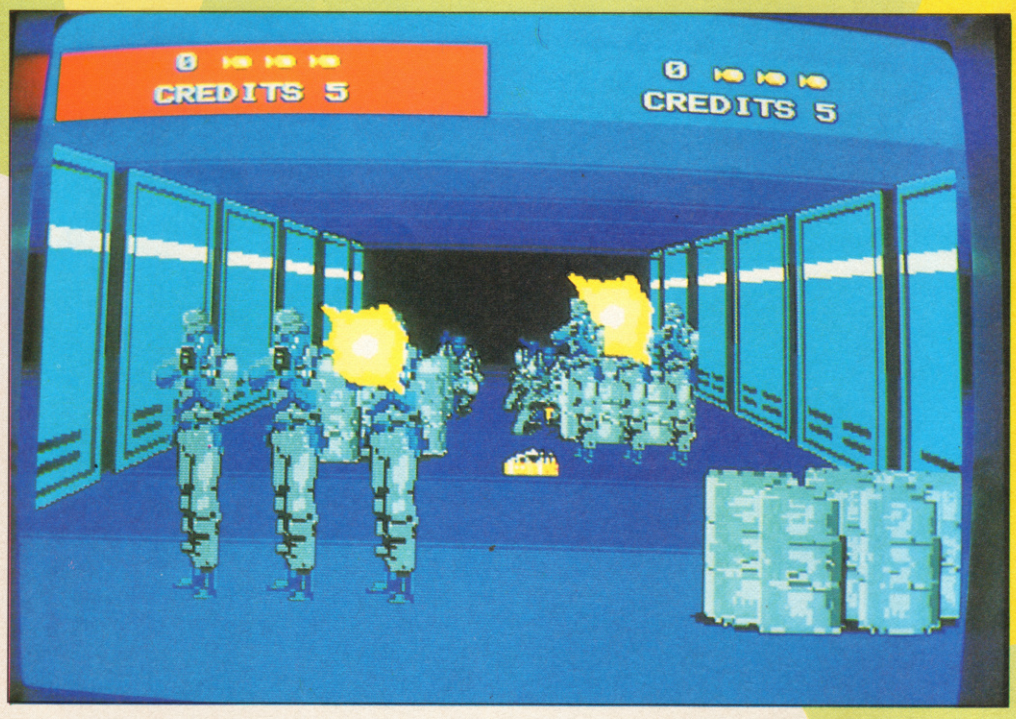
LINE OF FIRE

It's not exactly Airwolf, but this chopper at the end of the second level needs some mega blasting if you're to get past it. Unwisely, you've thrown all your grenades, and those troops do fire back.

More guns, more blood to be spilt. There's only one man for the job: Les Ellis



Very little strategy needed here. Your secret mission has been discovered and you'll have to blast your way out of the enemy base.



More death, more mayhem - US Gold had to be involved somewhere. And judging by action-packed, bullet-bursting content, this game just *has* to be based on a Sega coin-op.

You have infiltrated a guerilla base and captured a new secret type of machine gun. Unfortunately, you have been spotted attempting to make your escape and must now blast your way out of the camp, through the jungle, and back to your home base. The guerillas have a huge arsenal of weapons at their disposal, most of which you will undoubtedly see during your escape attempt.

One or two players can play simultaneously and the whole game smacks of *Operation Wolf*. This isn't a bad thing, as the concept in itself is quite exciting, but with two *Operation* games already out on computer, you may be a bit tired of the formula.

Because the end-of-level guardians stick to their own sides, firing off rockets all the while, the game is much harder in one-player mode. In fact, it's better to slip the game into two-player mode and grab both joysticks yourself.

ATARI ST SEGA/US GOLD £24.99 ● OUT NOW

AMIGA

GRAPHICS 77%
✓ Huge sprites with varied backdrops
✓ Good set of intro screens.

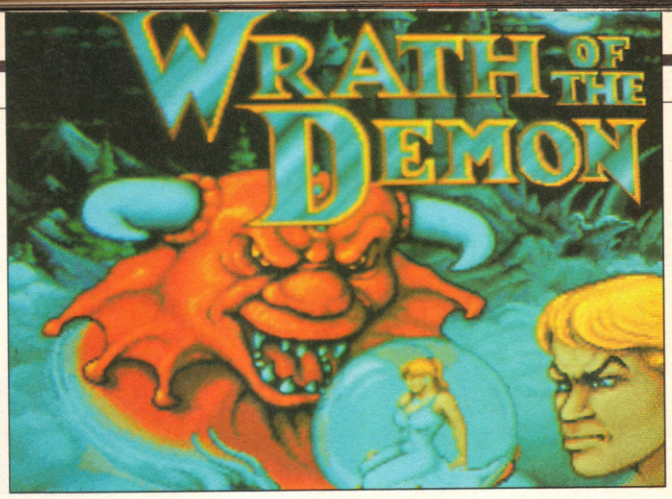
SOUND 75%
✓ The "total mayhem" sound you expect.
✓ Dynamic title tune, none in-game.

PLAYABILITY 68%
✗ Too fast to tell what's happening.
✓ Eight very challenging levels.

SEGA/US GOLD ● £24.99 ● OUT NOW **70%**

The collective name for a barrage balloon is a balloon barrage!

WRATH of the DEMON



If this review wasn't ready by the end of the day, Julian Boardman would feel the wrath of Richard Monteiro never mind some poxy demon

They are a strange lot these wizards, all enigmatic and sometimes eccentric. The best ones are in possession of so much power that they sometimes lose control, go insane, mad, completely Dr Zak and try and do something reeeaaallly stupid.

That is what happened here. A wizard, known as Anthrax (or Sheepdeath to his friends), tried to summon a long-dead demon to perform his will, that is to kill the king and take over the entire kingdom for this wizard. Now, the demon had been asleep for several hundred years and was a tad annoyed at being woken up – you know how it is, you're in the middle of a dream and some bugger comes along and ruins it. Anyway, this demon says "Yeah, sure I'll do that, but not for you" and promptly kills him in a very Clive Barkeresque exhibition of storm wielding and general devilishness.

The king soon becomes aware that a lot of very nasty little creatures are wandering around his world knocking off all and sundry at the behest of this particular demon who is exercising his wrath (geddit?). You, being a tad unlucky, happen to stumble across this demon ripping the throat out of a messenger who was calling the land's bravest knight. The knight and the messenger were soon dead and the king called upon you to take his place and free the land of evil.

So there you are, slung into this *Shadow of the Beast* style action adventure. Loads of parallax scrolling, hundreds of pretty backgrounds, incredible sound and very childish gameplay that would be more at home on a three year-old platform game.

PLAYING TIPS

★ Try to keep hold of your potions. They will become more useful as the game progresses.

★ Never let a monster push you into a corner.

★ At certain points in the game it may well be worth making a map.

★ Save the game between each of the scenes.

This is where the story is told prior to the game. In this particular screen, the message that should have made it to the knight has been found in the hand of the murdered messenger. From here on in it's all down to you.

HOCUS POCUS

The three symbols at the bottom right of the screen correspond to the three different types of potion that you can carry. These potions must be looked after so that they can be used in the right situation and not wasted, only to be regretted later.

● The first, on the left, is a shield potion allowing the hero to become immortal for three seconds (I know it's a contradiction but that's what the manual said).

● The second is a Zap potion, a sort of mediaeval smart bomb, that causes every monster onscreen to die or lose energy. Some monsters may not be adversely affected.

● The third and final potion is for health which will cure all wounds and restore energy to its maximum.

The top left shows how much of your life energy is left in red. The bottom right shows which particular potions you have in your grasp (see box).

AMIGA

GRAPHICS 85%
✓ Beautiful intermediary screens.
✓ 17 levels of parallax scrolling.

SOUND 83%
✓ Mystic atmosphere created by tunes.
✓ Excellent spot effects.

PLAYABILITY 74%
✗ Very simplistic ideas used for the game.
✓ Three different types of game.

READYSOFT/EMPIRE ● £24.99 ● OUT NOW

76%

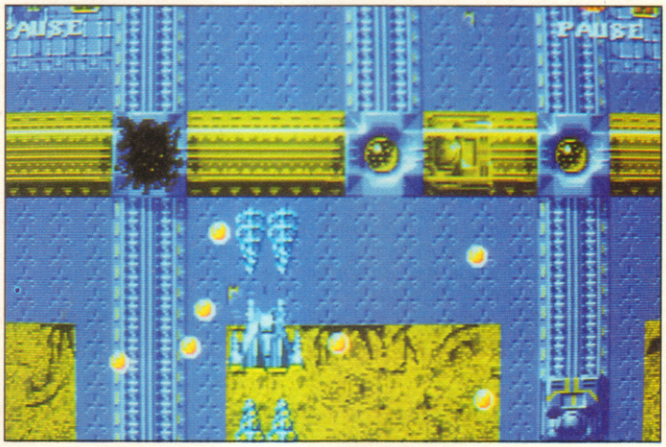
The Wrath of Khan was the last of the Star Trek films to be directed a non-cast member.

Battle SQUADRON

The Mega Drive is about as short of shoot-'em-ups as Julian Boardman is of milk bottles (!), but JB finds this one particularly difficult (the shoot-'em-up, that is)

Where would the entertainment industry be without the basic human desire to exact mindless violence on other beings or entities? We'd all be out of a job or go mad from reviewing endless versions of *Tetris*. Having said that, of course, even the shoot-'em-ups can get pretty boring. Thankfully, however, Electronic Arts have come up with a conversion for the Mega Drive that puts a lot of other similar games to shame.

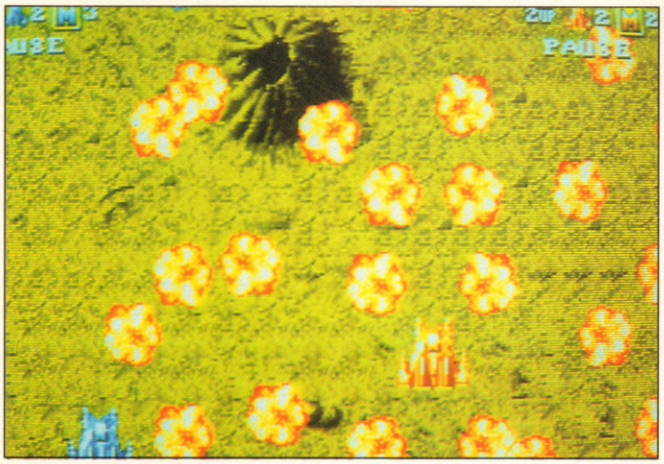
Battle Squadron is just so ridiculously difficult. The challenge is to last more than five minutes with three lives. In a word it is a nightmare.



It all revolves around the fact that the Barrax Empire is trying to take over the universe and the Earth Defence fleet has spent many hundreds of years and many lives defending the planet. The cunning thing about the Barrax is that all their weapons, unlike many others, always fire at you; not down in a straight line but at whatever position you happen to be in. Now some technologies have only advanced far enough to facilitate a few of the guns with this effect, but the Barrax have equipped every weapon with this and it makes life bloody difficult.

Making life worse is the fact that you only possess a small number of smart bombs and the enemy normally take four or five hits to kill, even the most basic ones. The usual variety of power-ups is available but even the ships carrying them shoot at you: things sure ain't what they used to be.

This all comes out in the end as one of the most taxing games I have seen for a long time. But what makes it even better is that you don't get fed up with it within about ten minutes, you actually *want* to carry on playing. A remarkable achievement.



Two-player mode is identical to one-player mode with the same number of enemies. This means that one-player mode is more difficult than climbing Everest with your fingernails and that two-player mode allows you to wear gloves.

WEAPON SYSTEMS

Five upgrades are available for each of these four weapons (two upgrades are lost each time you die):

RED MAGNETIC TORPS: When fully upgraded these diffusing balls of energy are devastating to the enemy, but are not very effective at first. Try to upgrade them as often as you can.

BLUE ANTI-MATTER PARTICLE BEAM: This weapon is deadly accurate and fires with intense rapidity. This is the only weapon that fires forward and backwards at the same time.

ORANGE MAGMA WAVE: Probably the best combination of weapon power, speed and accuracy. When fully upgraded, the length and width of its devastation zone are incredible.

GREEN EMERALD LASER: This rapid fire laser sends the longest burst into space after a few upgrades. They aren't very wide but a single shot is enough to kill most enemies.

PROGRAMMER PROBED

Martin Pedersen is 19 years old. He first wrote *Battle Squadron* for Innerprise on the Amiga two years ago. Martin started all this malarky at the tender age of 11 – because no-one liked him, probably. He comes from Copenhagen and he's probably the best programmer in the world (he says).

AMIGA **INNERPRISE/ELECTRONIC ZOO**
£24.99 ● OUT NOW

MEGA DRIVE

GRAPHICS **84%**
✓ Wide variety of backgrounds.
✓ Clever graphics to give almost invisible enemies.

SOUND **82%**
✓ Good tune for soothing your tattered nerves.
✓ Surprisingly good spot effects.

PLAYABILITY **84%**
✓ Outrageously challenging gameplay.
✓ Simultaneous two-player frag-frenzy

INNERPRISE/ELECTRONIC ZOO ● £39.99 ● OUT NOW **84%**

YOUR SEGA SHOPPING LIST

MASTER SYSTEM 79.99
MASTER SYSTEM PLUS 99.99
CONTROL PAD 6.99
HANDLE CONTROLLER 39.99
LIGHT PHASER 29.99
LIGHT PHASER + CART 44.99
RAPID FIRE UNIT 5.99
CONTROL STICK 14.99
MAINS ADAPTER 6.99
AERIAL ASSUALT 29.99
ACTION FIGHTER 12.99
AFTER BURNER 29.99
ALEX KIDD 24.99
ALEX KIDD – HIGH TECH 29.99
ALEX KIDD – LOST STARS 29.99
ALEX KIDD – SHINOBI 29.99
ALIEN SYNDROME 29.99
ALTERED BEAST 29.99
AMERICAN BASEBALL 29.99
AMERICAN PRO-FOOTBALL 29.99
ASSUALT CITY 29.99
ASTRO WARRIOR/PITPOT 24.99
AZTEC ADVENTURE 12.99
BANK PANIC 17.99
BASKETBALL NIGHTMARE 29.99
BATTLE OUTRUN 29.99
BLACK BELT 24.99
BLADE EAGLE 3D 29.99
BOMBER RAID 29.99
CALIFORNIA GAMES 29.99
CAPTAIN SILVER 29.99
CASINO GAMES 29.99
CHASE H.Q. 29.99
CHOPLIFTER 24.99
CLOUD MASTER 29.99
COLUMNS 24.99
CYBORG HUNTER 24.99
DEAD ANGLE 29.99
DOUBLE DRAGON 29.99
DOUBLE HAWK 29.99
DYNAMITE DUX 29.99
ENDURO RACER 9.99
*E SWAT 29.99
F16 FIGHTER 17.99
FANTASY ZONE 12.99
FANTASY ZONE TM 24.99
FANTASY ZONE 2 .....24.99
FIRE & FORGET II 29.99
*GAIN GROUND 29.99
GALAXY FORCE 29.99
GANGSTER TOWN 24.99
*GAUNTLET 29.99
GHOSTBUSTERS 29.99
GHOST HOUSE 17.99
GLOBAL DEFENCE 12.99
GOLDEN AXE 29.99
GOLFAMANIA 32.99
GOLVELLIUS 29.99
GREAT BASEBALL 24.99
GREAT BASKETBALL 24.99
GREAT FOOTBALL 24.99
GREAT GOLF 24.99
GREAT VOLLEYBALL 24.99
*IMPOSSIBLE MISSION 29.99
*INDIANA JONES 29.99
*JUNGLE FIGHTER 29.99
KENSEIDEN 29.99
KUNG FU KIDD 24.99
LORD OF THE SWORD 29.99
MAZE HUNTER 3D 29.99
MIRACLE WARRIOR 32.99
MISSLE DEFENCE 3D 29.99
MONOPOLY 29.99
MY HERO 17.99
NINJA 9.99
OPERATION WOLF 29.99
OUT RUN 29.99
OUT RUN 3D 29.99
*PAPER BOY 29.99
PARLOUR GAMES 17.99
PENGUIN LAND 29.99
PHANTASY STAR 39.99
POSEIDEN WARS 3D 29.99
POWER STRIKE 24.99
PRO WRESTLING 24.99
PSYCHO FOX 29.99
QUARTET 24.99
R.C GRAND PRIX 29.99
R-TYPE 29.99
RAMBO III 29.99
RAMPAGE 29.99
RASTAN 29.99
RESCUE MISSION 9.99
ROCKY 29.99
SCRAMBLE SPIRITS 29.99
SECRET COMMAND 12.99
SHANGHAI 24.99
SHINOBI 29.99
SHOOTING GALLERY 24.99
SHOOTING GAMES 24.99
SLAP SHOT 29.99
SPACE HARRIER 29.99
SPACE HARRIER 3D 29.99
SPELLCASTER 29.99
SPY vs SPY 17.99
*SUBMARINE ATTACK 29.99
SUPER MONACO G-PRIX 29.99
SUPER TENNIS 9.99
TEDDY BOY 9.99
TENNIS ACE 29.99
THUNDER BLADE 29.99
TIME SOLDIERS 29.99
TRANS BOT 9.99
ULTIMA 4 .....39.99
VIGILANTE 29.99
WANTED 24.99
WONDER BOY 24.99
WONDER BOY – MON/LAND 29.99
WONDERBOY III 29.99
WORLD CUP ITALIA 90 .....24.99
WORLD GAMES 24.99
WORLD GRAND PRIX 12.99
WORLD SOCCER 24.99
Y's 32.99
ZAXXON 3D 29.99
ZILLION 24.99
ZILLION II 24.99

SEGA GOODIES
SEGA BUMBAGS 5.99
SEGA HAT 5.99
SEGA T-SHIRT L/S 9.99
SEGA HOLDALL 13.99
SEGA WATCH 14.99
SEGA POWER MAGAZINE 1.25
SEGA POWER BACK ISSUES 1.25

MEGADRIVE 189.99
POWERBASE CONVERTER 29.99
ARCADE POWER STICK 34.99
AUDIO – VIDEO CABLE 7.99
CONTROL PAD 14.99
ALEX KIDD ENCH/ CASTLE 29.99
ARNOLD PALMER T/GOLF 34.99
BUDOKAN 39.99
COLUMNS 29.99
*CYBERBALL 34.99
ESWAT 34.99
*GAMEGROUND 34.99
GHOSTBUSTERS 34.99
FORGOTTEN WORLDS 34.99
GHOULS N' GHOSTS 44.99
GOLDEN AXE 34.99
*HERZOG ZWEI 34.99
LAST BATTLE 34.99
MOONWALKER 34.99
MYSTIC DEFENDER 34.99
RAMBO III 29.99
PHANTASY STAR II 59.99
POPULAS 39.99
REVENGE OF SHINOBI 34.99
*STRIDER 44.99
SPACE HARRIER II 34.99
SUPER HANG ON 34.99
SUPER LEAGUE BASEBALL 34.99
SUPER MONACO GP 34.99
SUPER REAL BASKETBALL 34.99
SUPER THUNDERBLADE 34.99
SWORD OF THE VERMILION 49.99
THUNDERFORCE II 34.99
TRUXTON 34.99
*TWIN HAWK 34.99
WORLD CUP ITALIA '90 .....29.99
ZANY GOLF 39.99
ZOOM 29.99

ALL ORDERS WILL BE SENT ASAP PRICES INCLUDE VAT
* COMING SOON
PLEASE SEND PAYMENT WITH ORDER
ADD £2 FOR DELIVERY

FREE SEGA BUBBLEGUM WITH ALL ORDERS

★★★OUR SHOP IS NOW OPEN★★★

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES
THE SEGA SHOP
11 CASTLE PARADE
92 EWELL BY-PASS
EWELL SURREY
KT17 2PR
PHONE 081 786 7816
0831 520474
FAX 081 786 7192

STELLAR 7

STELLA SAVIOURS

Never go face to face with the enemy. you'll become a sitting duck that way, taking too much damage.

Remember the location of the fuel bays and don't forget they cannot be docked with when the Raven is cloaked.

Look for weaknesses in the end-of-level guardians. Every Achilles has his heel.

Gir draxon is, as you all know, the Supreme Overlord of the evil Arcturan Empire, and he is about to invade Earth. As the leader of the Terran forces assigned to protect the planet, your mission is to reach the Arturan star and destroy Draxon before he can complete his dirty scheme.

You sit at the controls of Raven, a pretty lethal fighting machine, looking out onto a 3-D world. From the commander's seat you'll face Arcturan forces in seven different star systems. If you do okay and destroy enough of the enemy forces on one star system, a very large and very lethal, end-of-level guardian will appear. Defeat it and a warp link will appear taking you to the next level. When you finally reach the seventh system, Arcturus, you will need to locate and destroy Draxon's flagship. Then, withthe world saved, you can return to your favourite armchair and sip a nice cup of cocoa.

The Arcturan armada contains 12 known vehicles. They range from the Sandsled, with its light laser, to the fission bomb, which homes in on your vehicle.

The game begins with a short intro sequence depicting o1' Draxon and the launch of some of his forces. The graphics in this section are, basically, glorious. These wonderful pieces of artwork are continued through the game, with meanwhile screens depicting a ranting and raving Draxon when you're successful etc.In the Raven you are presented with a cockpit that frames the windows onto the outside world. At the very top is the InvisoCloak indicator, beneath that is the name of the current planetary system, and in the centre of the screen a targeting ring. At the base of the screen is the power module bank, the radar screen, energy level, game score and cannon ready indicator.

BLAST 'EM

You can hit the Arcturans with your Bi-Phasal Thunder cannon. Standard issue, the cannon fires two shells per volley.

The zoom function allows you to scan at long range but it also narrows your field of vision. Protonic shields are capable of absorbing energy. Each time the shields are hit their energy has gone, the shields fail. The next hit will be your last. A warning bell sounds when the levels are critical

The Raven also has the option of using modules attached to thecraft. You activate them using a "hot" key.

The inviso Cloak generator creates a negative electromagnetic field rendering you invisible to the enemy. Although your location will be revealed temporarily during cannon fire.

Eel Shield channels the enemy's energy back onto itself. Thus, if you ram an enemy, their protective field energy turns onto the enemy compressing and destroying it.

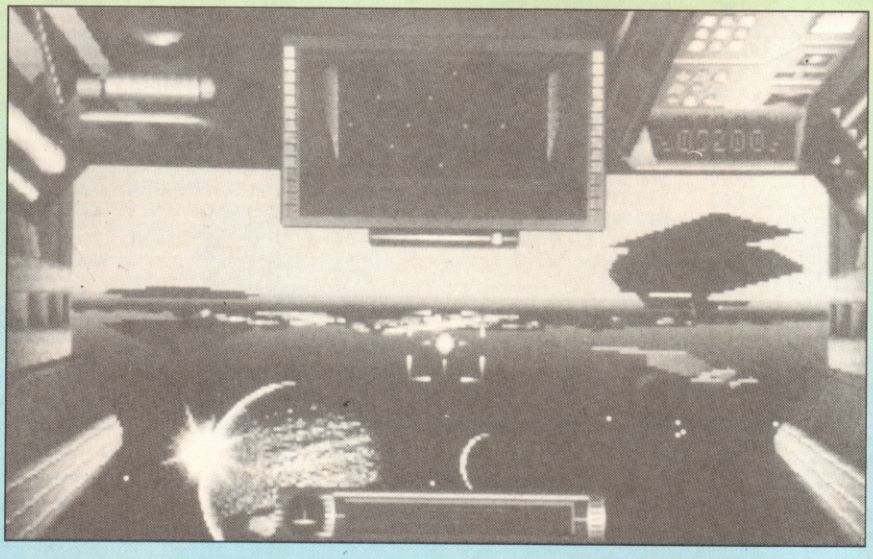
Super cannon offers repeated firings. Double that of the basic cannon.

MP thruster gives a short burst of extra speed.

Cat's Eyes sees through the claoking devices of the enemy.

RC Bomb is released at the rear of the Raven. Once an enemy passes over it the bomb detonates.

Jump thruster enables the Raven to lift vertically for several seconds. Additional modules can be added throughout the game by destroying the same enemy vehicle in groups of three. You just have to drive over them to collet them. There are not too many games of this class on the PC, so Stellar 7 is welcome for that reason alone. Nevertheless, the game does stand up on its own merit as being a classy product with smooth scrolling, excellant graphics and similar sound. The action is hectic and the thrill level high. One of the few games to offer advanced features and nostalgia - now that's value for money!



The familiar tank makes Stella 7 reminiscent of that old favourite Battlezone.

IBM PC

GRAPHICS **90%**
✓ Glorious artwork used.
✓ Full support for 256-colour VGA.

SOUND **83%**
✓ Spot effects are some of the best
✓ Support for Adlib, Soundblaster and Roland soundboards.

PLAYABILITY **86%**
✓ This one hits the spot!
✓ A wide range of enemies.

DYNAMIX/SIERRA ● £29.99 ● OUT NOW **87%**

NINTENDO OWNERS!

UNITEC SYSTEMS

AMERICAN No1 ARCADE HITS NOW AVAILABLE FOR EUROPE

ATARI GAMES from TENGEN
SUPER SPRINT - £34.95
GAUNTLET - £34.95
VINDICATORS - £39.95
ROLLING THUNDER - £39.95
BAD DUDES - £39.95
DOUBLE DRAGON - £39.95

America's greatest arcade hits converted by UNITEC to work on all UK/European NINTENDO systems. In stock now and available only from UNITEC.

TITLE	PRICE
TOTAL	

Name.....
Address.....
.....Postcode... .....
Payment Method: Cheque/P.O./Access/Visa
Credit Card No.....
Expriy Date.....

To order send this form together with payment made payable to Unitec Systems Ltd or place your order on our Credit Card hotline 0436 79123 between 4.30 - 5.30pm

Unitec Systems Ltd, 8 James Street, Helensburgh G84 8AS, Scotland

NINTENDO, ATARI, TENGEN, DATAEAST, TRADEWEST and product names trademarks of the company or manufacturer respectively

MEGAWARE

The Ultimate Console Hire Club

Why buy when you can hire from our vast selection of cartridges.We have over 90 titles on the MEGADRIVE and around 120 on the ENGINE. Each title is stocked in multiples of six so there's little or no wait for your selection and remember we were first on the scene and will remain the U.K's no 1 PREMIER HIRE CLUB.
All titles £3.50 per week regardless of title i.e - Strider / J.M. Football / Phantasy Star etc.etc.

ATTENTION!
BRITISH MEGADRIVE USERS
CONVERTOR NOW AVAILABLE TO RUN JAP CARTS ON YOUR CONSOLE
ONLY £17.00
TRADE ENQUIRIES WELCOME

CARTRIDGE EXCHANGE SERVICES

Unfortunately there are too many cartridges to list but below are a few examples of our prices

TITLE	WE BUY	WE SELL
Strider/Phantasy Star	£22.00	£26.00
T.F III/Super Monaco	£20.00	£24.00
Eswat/Shinobi/Batman	£18.00	£22.00
Soccer/Tetris	£16.00	£20.00
Rambo/F.Worlds/Tetris	£14.00	£18.00

All prices are subject to availability so please phone to confirm order.
Don't forget you can also swop your old carts for up to the minute releases.

For more details send S.A.E to MEGAWARE, 35 Cullercoats Road,Hylton Castle, Sunderland, SR5 3RZ
Tel: 091 549 8807
Mon-Thurs (11-7) and Fri-Sat (11-5)

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE ALL NEW FORMAT COMPETITIONS FROM PLAY TO WIN

(so slick they even tell you if you got it right)

SEGA MEGADRIVE
0839 - 121111
the sizzling 16 bit console

SOFTWARE BONANZA
0839 - 121130
£200 worth for you to choose

SEGA GAMEGEAR
0839 - 121109
the sensational handheld

PC ENGINE
0839 - 121178
imported just for you!

The more entries you make, the better your chances

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

Ring any of the above lines for details of our great March bonus draw the prize up for grabs a *NINTENDO SUPER FAMICOM*

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times
if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR
TEL: 0582 413943. WE ALSO SELL EVERYTHING!!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

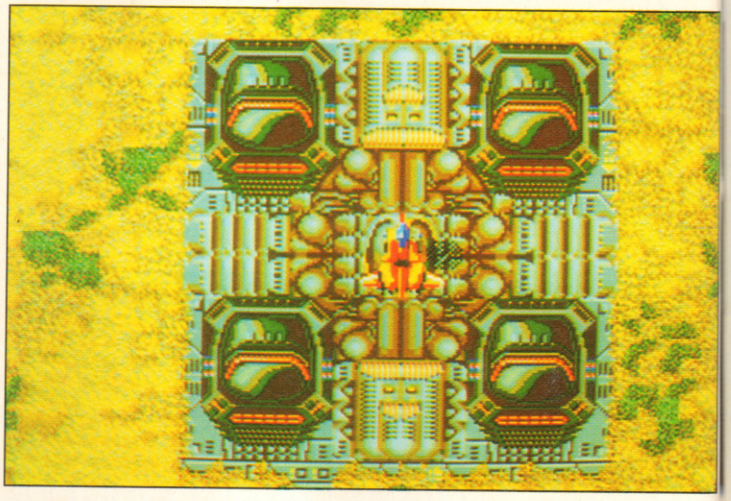
HERZOG ZWEI

Resembling Dad's Army's Captain Mainwairing, Julian Boardman declares war on the Mega Drive and asks why this game has taken over a year to appear in the UK

Now don't get me wrong but a combination of German and Japanese sounds a little too familiar to me. In fact, the words "World War Two" seem to spring to mind. Still they lost that time and frankly a Mega Drive cartridge does not strike me as a threat to national security. Just remember, walls have ears.

This game could be described as unusual, particularly for the Mega Drive. It is something of a strategy war game in much the same vein as board games such as Risk and Campaign. Also it is a Mega Drive game that lasts for longer than ten minutes of fire button bashing – unless you are unbelievably crap at it, that is.

Two players, one could be the computer, have a home base at opposite corners of a particular territory. Each of the home bases has the ability to generate resources, infantry, tanks etc, which can be airlifted by a main aircraft to positions on the territory. The orders for these items to be created can be given at any time, but they can only be picked from one of the bases occupied by yourself. Bases belong to you if they contain four of your infantrymen.



The home base is where your aircraft begins its quest to overrun the other guy's base. The gauges at the top represent both yours and your enemy's strengths, with yours on the left.
The "B" is the strength of your home base. "G" shows how fast your store of purchasing power increases. "D" indicates the state of your defences and "E" displays your energy. If either of these last two become empty then you are immediately teleported back to the home base.

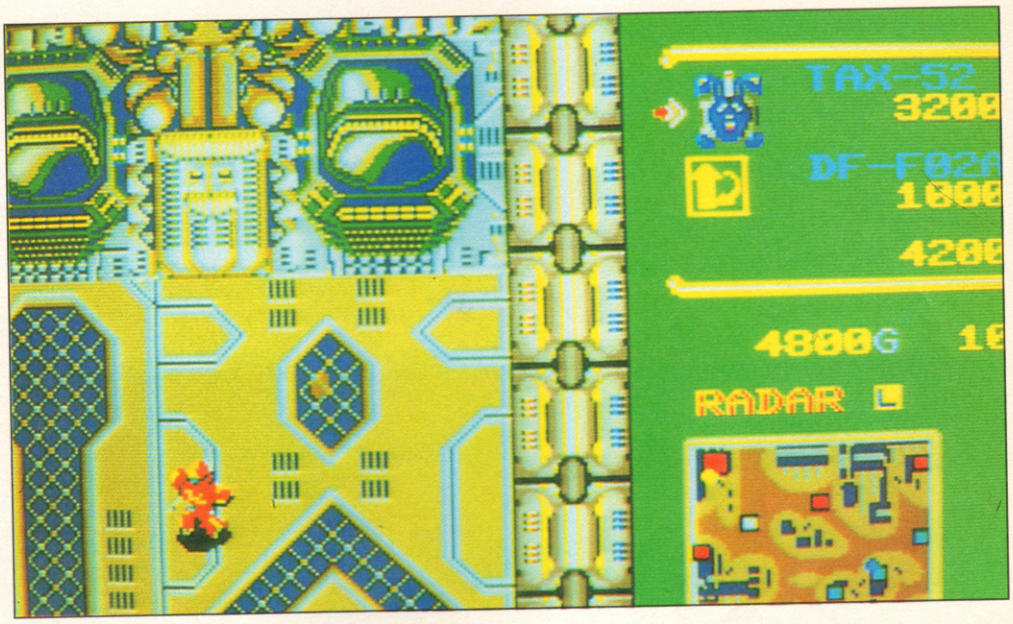
Each of these resources can be assigned a different behaviour pattern, all of which are explained below.

Dotted around this territory are a number of neutral, unoccupied bases, which both sides will try to occupy by sending in infantry. Once a base is occupied it also has the power to generate resources, allowing the main aircraft to work its way across the territory and not expend valuable energy ferrying back and forth to the main base.

As you work your way across the territory it is important to start building a strategy that will be able to complete the ultimate aim of overpowering the enemy base. For example, where you place your tanks, what sort of orders you want the infantry and support vehicles to follow and so on.

None of this, however, is free. Your strength and ability to requisition supplies, troops and vehicles, and to give orders depends on the level of your "G". If you haven't got enough,

Werner Herzog (1942-) was a German film director of the Seventies.



It is from this ancillary screen that all the orders are given. At the top you are shown which vehicle or type of troop you are summoning and how much it costs. Below that is the type of order it is being asked to perform and its cost, below both of these is a grand total. Above the radar screen the number of "G" that you possess and the number of units you have in the field are shown.

the computer will not allow that order to be given. The rate that it builds up is based on the amount of troops and vehicles that you have out in the field, working in much the same way as "Manna" in *Populous*.

Eventually you will come into direct conflict with your enemy and his men. The resources that you have dotted about the territory will fight on their own, leaving you and your plane to fly around lending a helping hand here and there. However, being in a plane is not very good for knocking out ground-based forces with a forward firing gun. So you have the ability to change into a bazooka-wielding giant who can stride around the landscape and take out loads of the enemy. The thing is, so can your opponent.

Once you have become familiar with the ins and outs of the game, and it could take some time. You may find yourself very deeply involved in the strategic variations, particularly if you have a chess-playing friend who needs a bit of variety. It is hard work to get in to, but fans of such strategy games that require lightning reactions and crystal clear thought might just find this interesting.

BUT WHO'S MARCHING?

AMR-51D. Small roving tank. Cost: 1300G.

TAX-52. Larger, stronger and more powerful tank. Cost: 3200G.

SAM-42. Mobile surface-to-air missile launcher. Cost: 4300G.

ST-57U. Armoured boat. Cost: 3400G.

Supply. Makes your bases more difficult to capture. Cost: 1500G.

GMR-34A. Guided missile installation. Cost: 15000G.

Infantry. Foot soldiers and are also the quickest to produce at the bases. Cost: 500G.

FWA. Mobile infantry. Cost: 950G.

MARCHING ORDERS

1. Stay exactly where they are placed. Cost: 100G.

2. Move in a large circle. Cost: 500G.

3. Attack a base if there is one nearby. Cost: 1500G.

4. Move forward then return to where you started. Cost: 1000G.

5. Directly attack the nearest base. Cost: 1800G.

6. Head for and attack the main base. Cost: 3500G.

7. Used only with supply vehicle. Cost: 580G.

ONSCREEN ICONS

These four symbols will appear to give you messages. This shows that whatever you ordered to be constructed is being built.

1. When this appears the item is ready for collection from any one of your bases.

2. If the SOS symbol appears your home base is being attacked. Leave it alone too long and it could be game over.

3. If this appears at the edge of the screen it means that a missile is coming from that direction.

MEGA DRIVE

GRAPHICS 74%
✗ The overall display is dated.
✓ Each resource is clearly recognizable.

SOUND 69%
✗ Showing its age.
✓ Informative effects for each event.

PLAYABILITY 83%
✗ Difficult to get into.
✓ Complex, but superb strategy.

SEGA ● £34.99 ● OUT NOW

80%

HORROR ZOMBIES

from the crypt

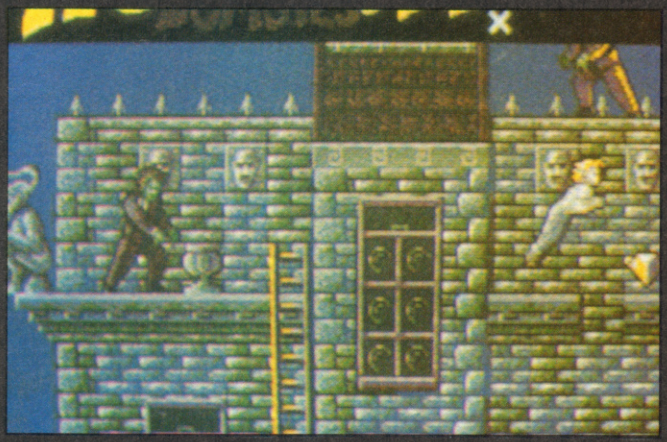
After seeing The Exorcist 163 times, Les Ellis felt he was more than qualified to battle with Drac, Frank and any other characters haunting the RAZE offices

For the life of me, I can't think why this landed on my desk. So I read Stephen King books a lot, and I'd rather see Freddy 3 than Back to the Future 3; you can't hold that against me. I suppose it must be the smell of garlic that surrounds me everywhere I go.

You play the role of Count Frederick Valdemar and you have retired for the weekend to your country mansion of Gory Manor. One night you awake to find the place writhing with zombies. After putting on your nightgown and getting a glass of milk, you discover that the zombies aren't alone, oh no, they've brought a few friends with them.

There are six levels to your house and its grounds, and all must be ventured into if you're to successfully clear the place of deadbeats. All this means you're not going to get much sleep tonight, or maybe you'll go to sleep forever.

With dagger in hand, Count Fred is about to encounter Frankenstein who's coming up from behind. You're in the mansion's art gallery at the moment so jump on the pictures if you want to reach the higher objects.



Fred's about to get the point from old bony. He'll have to get rid of him to reach that skull. Level three takes place in the caves with loads of hidden caves and trapdoors. Just the kind of stuff horror films are made of.

ATARI ST — MILLENIUM — £24.99 ● OUT NOW

IBM PC — MILLENIUM — £29.99 ● OUT NOW

AMIGA

GRAPHICS 82%
✓ Lots of detail in the backdrops.
✓ Super effects with loads of blood.

SOUND 65%
✗ Few sound effects.
✓ Pounding title music during loading.

PLAYABILITY 78%
✗ Only six levels.
✓ Frighteningly addictive.

MILLENIUM ● £24.99 ● OUT NOW — 79%

Did you know horror film giant of the Thirties Bela Lugosi was actually related to Vlad the Impaler?

THE 1990 ATARI ST PRODUCT GUIDE

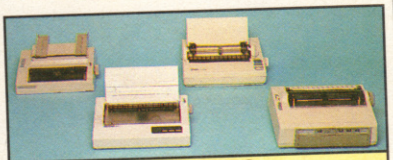
PERIPHERALS & ACCESSORIES

FLOPPY DISK DRIVES

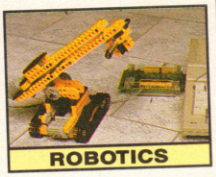
MONITORS

JOYSTICKS

SCANNERS


PRINTERS

DISK BOXES


ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	68000 Processor	General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

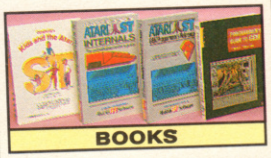
SOFTWARE & BOOKS

ARCADE GAMES

ART & GRAPHICS

EDUCATIONAL

MUSIC


BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel:	081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No:	081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel:	071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No:	071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel:	071-629 1234 x3914
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No:	071-495 8321
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel:	081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No:	081-309 0017

To: Silica Shop, Dept RAZEO391-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

Which computer(s), do you own? .....

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

Battle COMMAND

Resisting all temptation to link our Jools with any sort of military vehicle (especially a tank!), Les Ellis goes first into battle and is last to leave

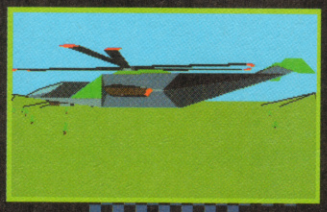
Many years in the future, an Ultra war has broken out on the New World. After raging for ten long years, the war has now come to a stalemate. Modern weapons could make no difference, neither side could win this bloody battle.

The North (the good guys) were determined to beat the South (the bad guys) and spent loads of money developing the ultimate attack vehicle, the Mauler. Of course, the vehicle never had time to enter the rigourous testing stages, so, as a last ditch effort to end the war, it is up to you to take the Mauler into battle and see how the metal monster holds up.

All the action is very reminiscent of the old *Battlezone* arcade game, but contains the strategic elements of the authors' previous efforts *Starglider* and *Carrier Command*.

Realtime Games, who rarely produce more than one game a year, are currently resting

The Turret is the most basic armament provided for the tank The Pulveriser 120mm Battle Cannon fires a missile straigh t forward.The weapons HUD carries all information regarding how many of the 60 shell-magazines you have left. Obviously, once you've picked up a turret no more can be fitted to your tank.



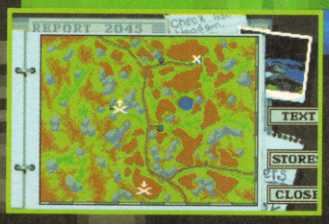
Get ready to rock and roll. It's the dropship that deposits you and picks you up again after the completion of a mission.

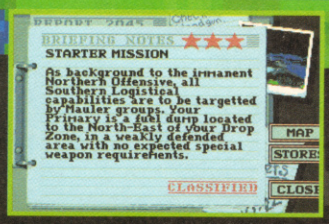
External views can be accessed via the function keys and numeric keypad.

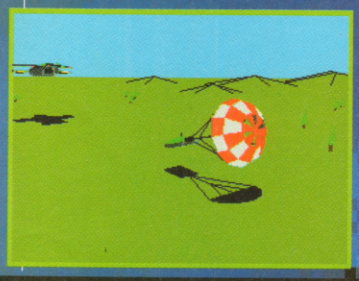
(right) Choose one of 15 missions, no qualification is needed but the training mission is a good place to start.

(below right) The briefing screen will reveal details of the selected mission, in this case the starter/training mission.

(below) This map will show the position of your objective plus the position of the drop off and pick up points.





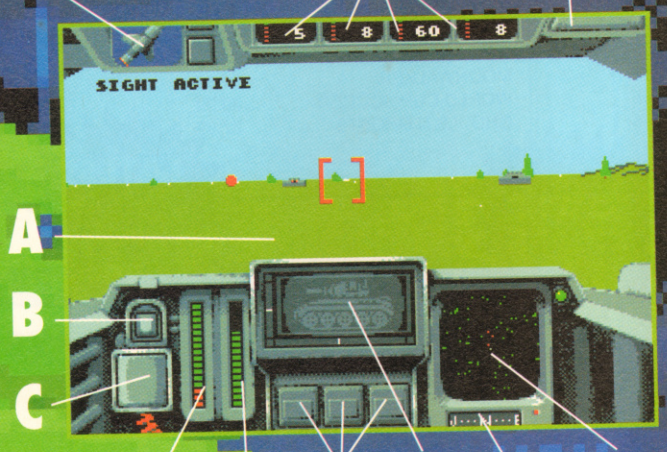


Your tank gets dropped out of the back of the ship, automatically releasing the parachute so you land safely and start your mission.

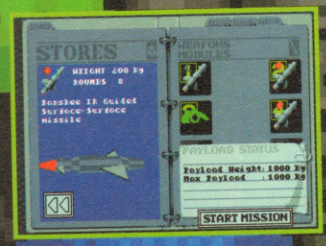
Tweedledum and Tweedledee agreed to have a battle...

These are the standard weapons, to get the others certain missions need to be completed.

in their Leeds offices wondering whether they can squeeze one more game out of their impressive 3-D graphics routines – see you in 1992, Realtime!



External views can be accessed via the function keys and numeric keypad.



A
The HUD will display any messages, like damage sustained.

B
When the mission is completed, drive to the required location and press this button to be picked up.

C
Sets the magnification of your main view onto the auxiliary screen. It shows greater detail on objects too far away to be viewed normally.

D
The fuel gauge keeps you informed of just how much of the black gold you've got left.

E
The velocity gauge will tell you how fast you are travelling and whether you are going forward or backwards.

F
Binoculars, nightsight and rear view camera will be fitted automatically if needed in later missions.

G
The auxiliary view gives info on wire-guided weapons and rear views, it can be expanded at the cost of your normal front view.

H
The compass shows your heading.

I
Spot all the incoming missiles and enemy tanks on the radar display.

J
The Weapon Control Window will show which weapon has been activated in combat.

K
Shows what's being held in the four weapons pods and the status of the weapon.

L
This scanner is locked onto your mission target, follow it and you can't get lost.

IBM PC
OCEAN
£24.99 ● PREVIEW

ATARI ST

GRAPHICS 80%
✓ Not as quick as the Amiga.
✓ Some good buildings.

SOUND 75%
✓ No impressive sound effects.
✓ Strange combination of themes.

PLAYABILITY 85%
✓ A touch slower than the Amiga.
✓ Lots of arcade and strategy elements.

OCEAN ● £24.99
OUT NOW
77%

AMIGA

GRAPHICS 80%
✓ Excellent intro and briefing screens.
✓ Impressive 3-D tanks with solid landscape.

SOUND 75%
✓ Good, but limited, effects during game.
✓ Dramatic intro tune.

PLAYABILITY 85%
✓ The controls allow much manoeuvrability.
✓ 16 missions packed *Battlezone* action.

OCEAN ● £24.99
OUT NOW
80%

For Tweedledum said Tweedledee had spoilt his nice new rattle.

TOKYO JO

NEW STOCK

MEGADRIVE (ENGLISH)

JOHN MADDENS	37.99
DEFENDER	32.99
SUPER MONACO	37.99
ALEX KID (ENC CASS)	32.99
SWORD OF SODAN	37.99
COLUMNS	34.99
ARNOLD PALMER	37.99
FORGOTTEN WORLDS	34.99
BATTLE SQUADRON	34.99
GHOULS N GHOSTS	44.95
GOLDEN AXE	34.99
REVENGE OF SHINOBI	34.99
LAST BATTLE	34.99
RAMBO 3	29.99
STRIDER	42.99
SUPER HANG ON	34.99
ESWAT	32.99
THUNDERFORCE 2	32.99
TWIN HAWK	34.99
WORLD CUP 90	32.99
ZANY GOLF	34.99
SWORD OF VERMILLION	44.95
ZOOM	32.99

MEGADRIVE (JAPANESE)

Please note all English games will work on the Japanese megadrive.

SHADOW DANCER	32.99
ELEMENTAL MASTER	32.99
MICKEY MOUSE	29.99
RINGSIDE ANGEL	31.99
DARIUS X	39.99
ALESTA	39.99
MAGICAL HUT	27.99
DANGEROUS SEED	32.99
ATOMIC ROBOKID	31.99
HEAVY UNIT	39.99
GAIN GROUND	38.99
WONDERBOY 3	32.99
HELLFIRE ATTACK	29.99
THUNDERFORCE 3	32.99
CRACKDOWN	32.99
HARD DRIVIN	37.99
GRANADA X	33.99
DYNAMITE DUKE	32.99
JUNCTION	32.99
RAINBOW ISLANDS	32.99
MOONWALKER	31.99
WORLD CUP SOCCER	29.99
GHOULS N GHOSTS	37.99

MEGADRIVE (JAPANESE)

MEGADRIVE PAL

LOW PRICE

PHONE NOW!!

AXIS	32.99
BURNING FORCE	32.99
CYBERBALL	32.99
FATMAN	34.99
GHOSTBUSTERS	29.99
RASTAN SAGA 2	29.99
BASKETBALL	29.99
TATSUJIN	31.99
TETRIS	29.99
D J BOY	29.99
ESWAT	29.99
AFTERBURNER 2	36.99
FLYING SHARK	32.99
INSECTOR X	32.99
KLAX	33.99
JOHN MADDENS	37.99
ARNOLD PALMER GOLF	37.99
SUPER MONACO	37.99
POPULUS	37.99
SWORD OF SODAN	34.99
HARD DRIVIN'	36.99

LATEST TITLES

NEW TITLES EVERY WEEK!

LOWER PRICES

JAPANESE NINTENDO

(JAPANESE ADAPTOR REQUIRED)

MEGAMAN 2	44.95
DOUBLE DRAGON	39.95
BIONIC COMMANDO	39.95
BOMB JACK	29.95
GHOSTS N GOBLINS	44.95
SPLATTER HOUSE	44.95
BATTLE CITY	29.95
GOONIES 1	34.95
MAG MAX	34.95
GOONIES 2	44.95
JAILBREAK	44.95
NINJA TURTLES	39.99
SALAMANDA	44.95
NINJA 4	39.99
PINBALL	32.99
RENEGADE	44.99
WORLD SOCCER	34.99
BATMAN	44.99
SUPER CAPCOM BOY	44.99
RAINBOW ISLAND	39.99
STRIDER	44.99
PRO WRESTLING	32.99
AFTERBURNER	32.99
DRAGON SPIRIT	44.99

JAPANESE NINTENDO

(JAPANESE ADAPTOR REQUIRED)

MONSTER PATH	44.99
ROBOCOP	44.99
STAR WARS	39.99
OP WOLF	44.99
ALIEN SYNDROME	49.99
KNIGHT RIDER	39.99
1943	44.95
AIRWOLF	42.99
IMAGE FIGHT	44.95
ROBOKID	39.99
DEVIL PRIEST	34.99
COBRA COMMAND	44.99
SUPER SAMURI	34.99
ROLLER BALL	47.99
SON SON	44.99
FIGHTING ROAD	49.99
HOLY DRIVER	49.99
ARKANOID	29.99
CHIP N DALE	34.99
KARNOV	37.99
MIRACLE STONE	44.99
KAGE	34.99
GREEN BERET	39.99
DOUBLE DRIBBLE	39.99
DRAGON UNIT	29.99

LIMITED QUANTITIES

NINTENDO

JAPANESE GAMES ADAPTOR

- FITS ALMOST ALL UK NINTENDO MACHINES
- NO ALTERATIONS NECESSRARY
- PLUGS STRAIGHT INTO CARTRIDGE PORT

NORMALLY SELLS FOR

£24.99

REDUCED FOR 1 MONTH TO

£19.99

Including P&P

OE

Access **NOW TAKEN** VISA

Mon-Fri 9.30am to 5.30pm - 0782 575043
Mon-Fri 6.30pm to 8.00pm - 0782 836317
Sat 11.00am to 5.00pm - 0782 836317

2 WILLIAM CLOWES STREET
BURSLEM
STOKE ON TRENT
ST6 3AP

ENGLISH TO JAPANESE GAMES CONVERTER

- FITS ALL ENGLISH MEGADRIVE MACHINES
- SIMPLY SLOTS INTO CARTRIDGE PORT
- NO ALTERATION TO YOUR MACHINE REQUIRED

ALLOWS YOU TO PLAY ALL JAPANESE GAMES AS WELL AS ENGLISH GAMES ON YOUR MEGADRIVE

NORMALLY SOLD AT £20 OR MORE

FOR ONE MONTH ONLY
OFFER PRICE
£14.99 Inc P&P

SALE TIME

LYNX

ATARI LYNX & GAME	127.95
ZALOR MERCENARY	32.99
PAPER BOY	32.99
ELECTROCOP	27.99
XENOPHOBE	32.99
SLIME WORLD	27.99
RAMPAGE	32.99
KLAX	27.99
ROAD BLASTERS	27.99
GAUNTLET 3	32.99
MS PACMAN	27.99
CHIPS CHALLENGE	27.99
GATES OF ZENDOCON	27.99
BLUE LIGHTENING	27.99

+ NEW TITLES

GAMEBOY

GAMEBOY + TETRIS + LEADS	69.99
ROBOCOP	25.99
MONSTER TRUCK	25.99
NINJA TURTLES	25.99
SKATE OR DIE	25.99
FORTRESS OF FEAR	P.O.A
SPIDERMAN	25.99
DOUBLE DRAGON	25.99
BOXING	25.99
WWF WRESTLING	25.99
BOMBER BOY	25.99
BATMAN	25.99
NFL FOOTBALL	25.99
SOCCERBOY	25.99
CASTLE VANIA	25.99
PRO WRESTLING	25.99
NEMESIS	25.99
TETRIS	16.99
SUPER MARIO LAND	25.99
PUZZLEBOY	16.99
LAST BATTLE	25.99
PAPERBOY	25.99
GHOULS & GHOSTS	25.99
ALIGATOR PIN BALL	25.99

MORE SOON

SPECIAL OFFER

REDUCED PRICES

FAMICOM

FAMICOM SCART
(+ 2 FREE GAMES)
299.99

FAMICOM PAL
(+ FREE GAME)
PHONE NOW

FAMICOM GAMES:-

FINAL FIGHT	39.99
GRADIUS 3	39.99
BOMBUZAL	39.99
PILOT WINGS	39.99
F 0	39.99
POPULUS	39.99
ROLEPLAY ARCADE ADV	39.99

NEW STOCK ARRIVING SHORTLY!

PHONE NOW!

SEGA 8 BIT

GAUNTLET	27.99
PAPERBOY	27.99
INDIANS JONES	27.99
IMPOSSIBLE MISSION	27.99
TWIN HAWK	27.99
ASSAULT CITY	27.99
OPERATION WOLF	27.99
CHASE HQ	27.99
DYNAMITE DUX	27.99
R TYPE	27.99
PSYCHO FOX	27.99
MONOPOLY	27.99
CALIFORNIA GAMES	27.99

MANY MORE TITLES IN STOCK!

ORDER NOW

- PLEASE NOTE: ALL SOFTWARE AND HARDWARE IS BRAND NEW AND CARRYS A 12 MONTH PARTS AND LABOUR GUARANTEE.
- WE WILL GLADLY TAKE YOUR OLD GAMES MACHINE IN PART EXCHANGE FORA NEW ONE, PHONE FOR A PRICE.
- PERSONAL CALLERS ARE WELCOME, PLEASE PHONE FIRST.
- ALL OUR GOODS ARE SECURELY PACKED AND SENT 1ST CLASS RECORDED DELIVERY
- MOST GOODS DESPATCHED WITHIN 24 HOURS OF RECEIVING AN ORDER
- NO CLUB TO JOIN, BUT CHEAP PRICES
- HELP AND ADVICE GIVEN FREELY
- BUY WITH CONFIDENCE FROM OURSELVES AND AVOID THE MINEFIELD OF MAIL ORDER PITFALLS ENCOUNTERED BY MANY MANY PEOPLE

REMEMBER
TOKYO JOE -
THE PLACE TO GO!

RANX

The bread, the garlic, the frogs, it was nothing more and nothing less than Julian Boardman expected from a bunch of foreigners

The French are renowned for their views on sex and violence, they have a fairly lax outlook on what should and shouldn't be shown in all media. It was this environment that provided the right atmosphere for the creation of the comic character *Ranx*. He is a cyborg that enjoys life to the full, girlfriends here and there, drinking to excess, fights every Saturday night... Fortunately, his heart is in the right place, as is obvious from the plot line of this French foray.

A terrible disease from outer space, Psychopeste, is decimating the planetary population and corrupting their minds. The Pope is in the hands of a kamikaze whore, lucky devil, and the President of the United States is in an even worse position.

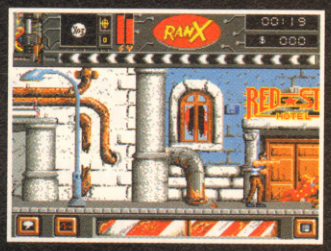
Ranx has had to sacrifice his girlfriend to her father, a rich Italian industrialist, to rest the only phial of vaccine from him. His task is to take it to New York and give it to the only man who can use it, if he can find him. He then has to go back to Rome and rescue his girlfriend from her father, obviously a really nice bloke.

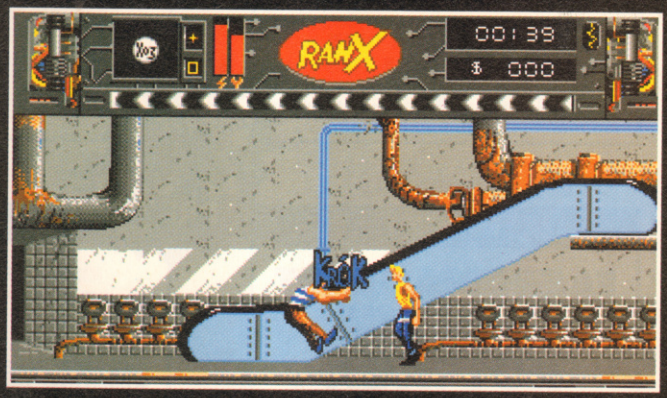
Ranx has a combination of high and low punches and the ability to throw certain objects, like grenades. When he wishes to interact, keeping the fire button depressed will bring up a series of icons in the bottom portion of the screen. Ranx has it in his powers to ask a question, insult someone, laugh, utter a war-like snort and give objects or money. He can also review his health at any time, make repairs if he still has the pieces, and recharge himself at any convenient electrical output.

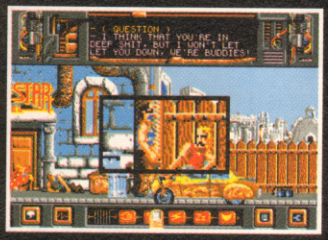
Whilst doing all this, Ranx has to look out for gun-toting, chain-saw-wielding, drug-pushing crooks who will do their level best to stop him. Oh, and don't forget to look out for the dogs who will crap on your foot if you get anywhere near them (just like in France).

One thing that lets the game down is the repetitive interaction. Some of the answers to the question prompt leave you wondering what the hell the *question* was.

In his eagerness to find a hotel, Ranx nearly steps in a dog turd.







A knife wielding maniac gives Ranx a good stab in the guts. Apparantly he's one of Ranx's nicer friends.

You used to be able to get the comic Ranx – known in France as Ranxerox – on which the game is based in a few British comic specialists. But due to its "offensive" nature, even Forbidden Planet has ceased stocking Ranx. Written by duo Liberatore and Tamburini, its artwork can at best be described as lewd, as can the actions of the hero, a violent, lust crazed robot.

ATARI ST/STE

GRAPHICS **71%**
✗ Chunky sprites and jumpy animation.
✓ Atmospheric backgrounds.

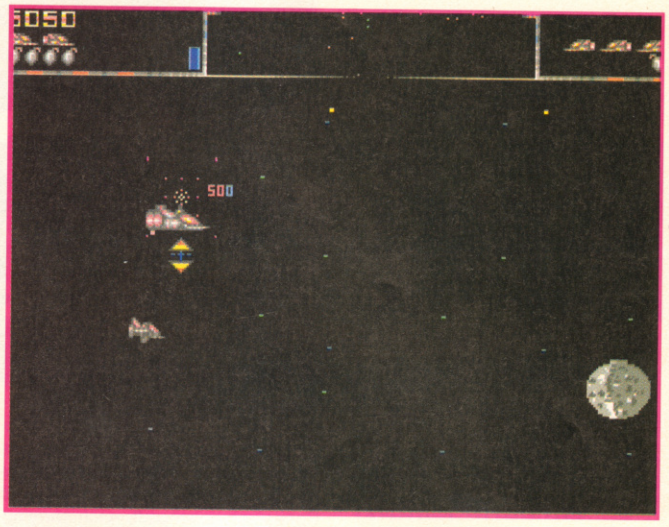
SOUND **78%**
✗ Most effects are drab and there is no tune.
✓ Excellent synthesised effects.

PLAYABILITY **64%**
✗ Awkward and irritating control system.
✗ Far too long accessing the disk.

UBISOFT ● £24.99 ● OUT NOW **71%**

Roll on 1992.

DEFENDER 2



It's taken years to come, but the sequel to the much copied Defender has arrived. Julian Boardman packed his cuddly llama and headed for hyperspace

When the arcade machine of *Defender*, from Williams, hit town it caused a hell of a storm. Rarely had there been seem such a fast playable machine, and rarely since has there been a machine that broke so much new ground. Then there came a pseudo-sequel, more of an update really, called *Stargate*, which added a few new elements to the game, teleporters and the like. And now here comes the official sequel.

But not only that, you also get the original *Defender* and *Stargate*on the same disk.

The sequel is not much of a departure from the original. What the designers have done is added to *Defender*, graphically and structurally, to improve on it... hopefully.

Very thoughtfully, old Jeff has put in a tutorial to take you through the flying controls so that you can familiarise yourself with them step by step. The controls are interesting to say the least, a combination of mouse and keyboard gets both sides of the brain working at once. The left hand controls the weapons while the right hand controls all the movements, none of which have been changed.

Weapons on the other hand have. As well as the ubiquitous smart bombs, there is now a weapons satellite which can have its behaviour varied by pressing the space bar, it can be a bomber, or a roving device to take out aliens and so on. There is also a Fractal Laser which streaks like a bolt of lightning to whatever aliens are on the screen. This weapon has a limited energy supply so it must be used sparingly.

Aliens have been re-designed by the same chaps who did *Anarchy*, WDS Design, and you will notice the similarities, especially in the design of the ship. There is an option to use either set of graphics, the new or the old, in any of the three games, so all you purists out there can rest in peace.

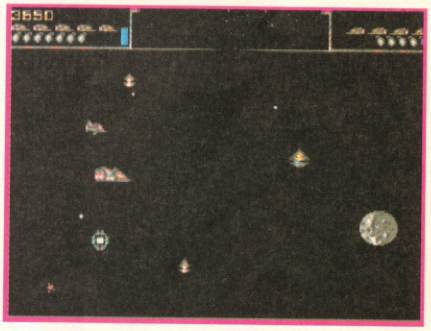
Sound comprises either a heavy metal guitar track, whose long riff soon begins to irritate, or some very professional spot effects, including a human's death cry that has been "borrowed" straight from *Altered Beast*.

HISTORY OF DEFENDER

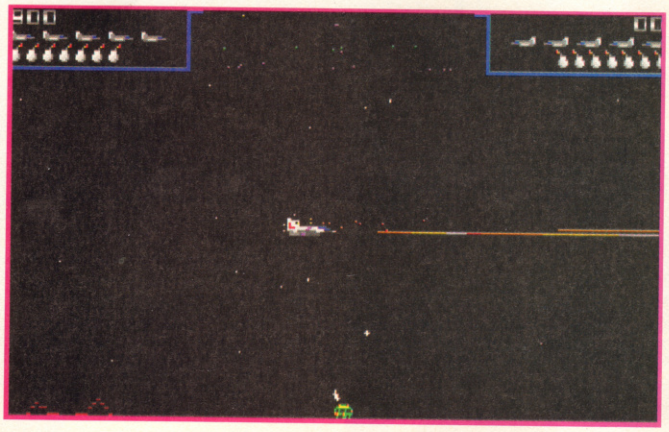
● Did you know that *Defender* was the first video game to introduce autonomous, intelligent aliens that didn't follow a predefined flight path?

● It was also the first game to introduce a virtual world that allowed the player freedom of movement anywhere they liked.

● *Defender* was the first game to introduce smart bombs – and where would we be today without them?



The weapons satellite seen here will fire and home in on the enemy. It's particularly useful on this level but could prove cumbersome on the next as it may take out some humans



Just survive until the moon on the right sinks below the horizon and you'll be transported to the next planet.

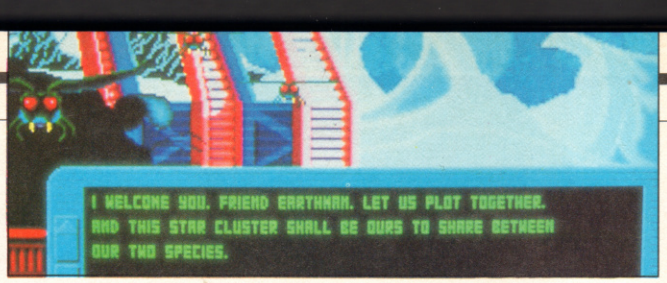
AMIGA

GRAPHICS **73%**
✗ Backgrounds of a one-pixel mountain range.
✓ Nice choice between the old and new graphics.

SOUND **77%**
✗ A epetitive backing track as a default option.
✓ Reasonably impressive in-game spot effects.

PLAYABILITY **77%**
✗ Easily degenerates into a free-for-all with no skill.
✓ Very fast with a lot of varied aliens to shoot.

ARC ● £19.99 ● OUT NOW **76%**



LIGHTSPEED

With a few odd friends already, Julian Boardman was eager to encounter many more weird mutant forms

By a strange course of events that it seems no-one could have predicted – dying atmosphere, pollution, etc – the Earth of many years into the future is an ecological wasteland. Humanity has been forced to flee in a series of Conestoga spacecraft, each carrying 10,000,000 people, in search of a habitable planet for them to colonize.

In your 10,000-foot long Trailblazer you must search and explore a distant star cluster for planets suitable for human existence. Not only that but resources must be found, either through mining or trading, that will support the colony and give it the raw materials it needs to begin the process of rebuilding a civilisation.

But a star cluster is not necessarily a peaceful place to live, and the one you have found is no exception. It is up to you to make it safe by negotiating treaties with peaceful planets, and defeating those who would harbour ill-feeling towards their new neighbours. This is no time for dilly-dallying either, if you take too long the population of the Conestoga will die to be lost forever in space.

SHE CAN TAKE IT, CAPTAIN

Following Sir Clive's example of using a washing machine motor to power his C5s, the Trailblazer comes equipped with a Spindrive. This magnificent bit of hardware will transport the ship at high-speed to wherever you wish to go. The ship also features screen generators (shields), a blaster turret, a main gun, and a low-velocity thruster for small scale manoeuvres.

Most of these components share interchangeable parts, which is useful because when you begin none of the components are at full strength. The trick is to figure out which component is to be used. For example, you could use the Spindrive for long distance travel, then go to the engine room and move the parts from other items in the engine room, say the thrusters and the main gun, into the Spindrive to take it up to full power and make more efficient use of your fuel.

Once you arrive at a planet it is up to you to drop a probe and establish contact. Once a response comes, the inhabitant of the planet will appear on the translator screen, doing whatever they do.

It is unwise to enter into any agreement with one particular race until you have come across a larger number of other races so that you can try to gain a more objective view of which alliance to join, who to trade with and who to fight. Diplomacy is a very important element of the game, it is all to easy to end up in a fight when you just wanted to trade.

You may also come across uninhabited systems, which may have valuable ores in them that can be mined, or you may come across a planet that is suitable for human habitation and should be claimed immediately.

IBM PC

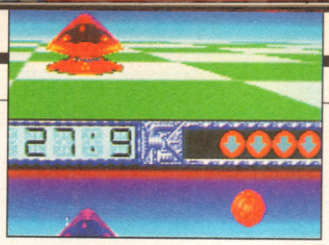
GRAPHICS **86%**
✓ Supports all the way up to VGA.
✓ Some excellent alien craft.

SOUND **83%**
✓ Roland and AdLib support.
✓ Little ditties for each creature.

PLAYABILITY **84%**
✓ Two star clusters full of planets to explore.
✓ Intellectually demanding, very absorbing

MICROPROSE ● 29.99 ● OUT NOW **85%**

When you do encounter another craft in deep space, it is best to treat it with caution. Engaging in combat is not only dangerous but also costly. You only have ten chassis upon which either missiles or kamikaze fighters can be placed. If you cannot blow the enemy up with missiles, or even outrun your pursuer, then kamikaze fighters can come in very useful. Their only task is to get out into space and ram the first ship they come across.



MASTERBLAZER

The sequel to the "cult classic" Ballblazer has arrived. Julian Boardman digs out his old cricketing box just in case

Members of the IBC (International Ballblazer Conference) are stupidly rich. They are rich because they organized all the tournaments of this 34th century sport. But they created some new grids only to have them taken over by some undesirables, humans and the like, who then went and started there own variation on the theme of Ballblazer, Ballblazer Racing. It soon became very popular on the asteroids and was eventually elevated to the hallowed status of Ballblazer and accepted by the IBC.

For those of you unfamiliar with the nuances of the original I shall explain. Two craft, Rotofoils, are surrounded by a Bumpfield which has the power to recoil from collisions and attract the ball if it is in free play. When the ball is free, the Bumpfield sinks in like a pillow to keep hold of it, until it is fired when the Pushfield sends the hovering orb zooming forward, hopefully through the constantly moving goalbeams.

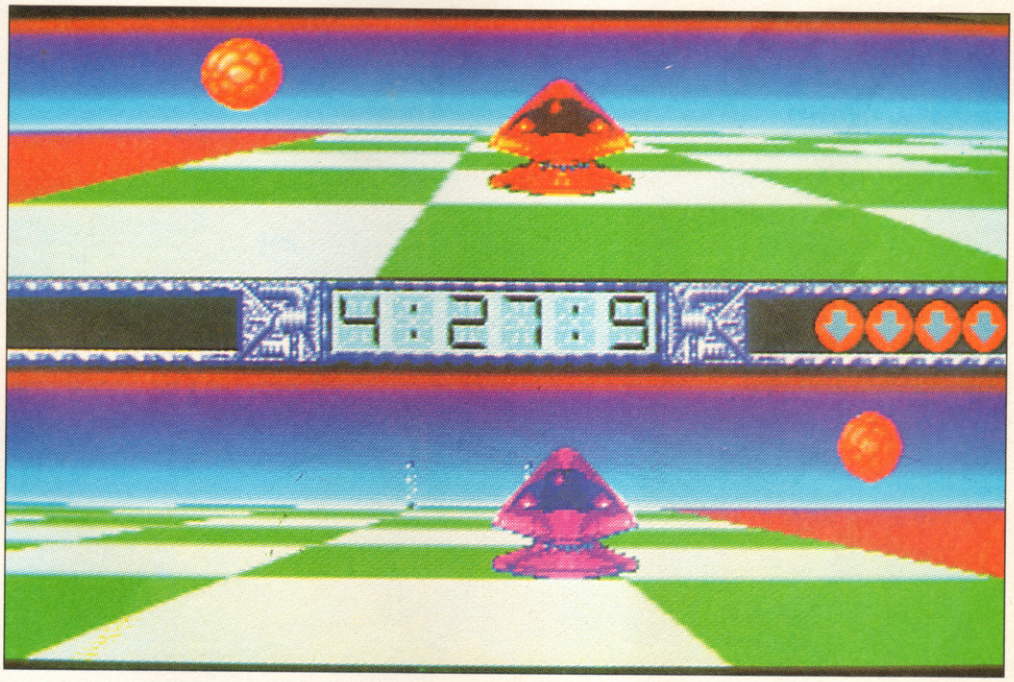
The chequered grid would be very disorientating if it was not for something called a Rotosnap. This intelligent system spins the Rotofoil in steps of 90° to face the goal, leaving you safe to hack it down the grid and score.

The race section involves much the same idea except you have to keep on going in a straight line pushing a ball, trying to beat an opponent by sheer speed or damaging him so much that the race has to be stopped.

Sadly, though, the other features that this game provides – museum, tutorials, etc – don't help lift it out of the inaccessible cult status it has. To some, this game will clearly appeal, most likely to followers of the original. It will also pick up a few converts, and I just might be one of them.

ATARI ST RAINBOW ARTS £24.99 ● OUT NOW

IBM PC RAINBOW ARTS £24.99 ● OUT NOW



The top sector shows the view from your Rotofoil.

The central status bar shows player one's score on the left, with the time left to play in the middle. Should a player score more than five goals, his goals will register on the other player's scoreboard, either filling a space or replacing the opponent's scored goals.

Below is player two or the computer. You can choose between seven computer opponents.

BALLBLAZING BOLDERDASH

- The Rotosnap, used to turn the Rotofoils to face the ball, has been found to have a detrimental effect on the neck muscles of the pilot. Consequently, the pilots have to have frequent operations to replace the damaged steel stiffeners in their necks.
- Used Rotofoils from the original tournaments at the beginning of the millenia can fetch remarkably large amounts of money.
- Their pilots are regarded as near saints, such is the cult status that surrounds them.

AMIGA

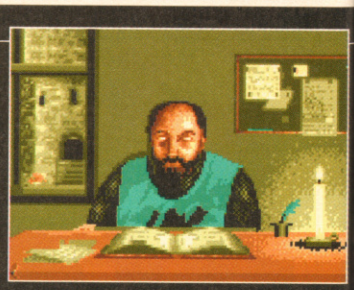
GRAPHICS **74%**
✗ Not enough variation from the original.
✓ A gruesome array of characters.

SOUND **69%**
✗ Small selection of sound effects.
✓ Very Kraftwerk incidental tune.

PLAYABILITY **75%**
✗ Initially disorientating.
✓ Fast gameplay.

RAINBOW ARTS ● £24.99 ● OUT NOW **74%**

ELVIRA
Mistress of the Dark™



For many acne-ridden teenage headbangers, Elvira represents the ultimate fantasy. Julian Boardman wishes he was young again...

Not many people would imagine Elvira being involved with do-it-yourself. Some might imagine *her* whilst themselves doing a bit of DIY, but I could never imagine Elvira trying to put up some wallpaper, you know. But it's her attempts to renovate an ancient castle that have caused her a lot of trouble, they've disturbed her long-dead relative, Queen Emelda. Not only that they've opened up a portal to the underworld, and all these demons and evil little buggers have come out to prepare for Queen Emelda's arrival from beyond the grave.

But wait, there's even more. Not content with being alive again Emelda wants to take over the world. To do that she has to find the "Scroll of Spiritual Mastery", which gives her infinite power, infinite lives, infinite mortgage... But the scroll is hidden in a huge chest, with six locks on it, the keys for which are scattered around the castle and its grounds.

Fortunately for Elvira, this scroll will also reveal the secret of how to thwart Emelda, if she can get to it first. Unfortunately, depending on your point of view, Elvira is tied up and unable to search the area herself - this is where you come in. You've been hired on the strength of your ghostbusting abilities to fight your way past all the evil that guards the castle, find the chest and rescue Elvira. No problem (?).

And there you are, plunged deep into this "fully interactive RPG" trying to work out what

Elvira spends most of the game in the kitchen where you can bring her ingredients to mix into spells for your use. You have to be careful down here, though, because the fat woman has been known to take a meat cleaver to your neck to get rid of you.

If Elvira's Mistress of the Dark, then who's the Master of the Dark?

STR: Strength. Affects the damage you do in combat and the amount of items that can be carried without adversely affecting you. Two things you need to know: magic can make you stronger, a hit with a sword will make you weaker.
RES: Resilience. Determines the amount of damage that you can take.
DEX: Dexterity. Measures your agility and your ability to gain the advantage at the start of a fight.
SKI: Skill. When you are not carrying a weapon it will show your basic skill level, when you pick one up it shows how good you are at using whatever weapon you have in your hand. Your skill with a weapon will increase each time you have succes with it in battle.
LIF: Life. A high number means that you are alive, zero means that Elvira's looking for someone else.
EXP: Experience. What *Elvira's* all about. This is a percentage that reflects how much of the game you have solved.

good a centipede is going to be to you and why the fat lady in the kitchen just hacked you to death. Still it's all part of the fun, innit?

ONE BIG LADY

This game seems to have followed the path of Elvira's career over the past year – some might even go so far as to say it has been cursed, the luck has seemed to be in short supply for all involved in the production of this game. To begin with Elvira has not been seen or heard of since she presented BBC 2's Heavy Metal Heaven programme on New Year's Eve, her career seems to have taken a bit of a nose dive since (mind you so have her boobs by all accounts).

The game itself has been in a lot of trouble getting from the finished stages on to the shelves. It was originally planned for release in March of '90 but the original publishing company, Tynesoft, went down the toilet. It hovered around a bit then Accolade picked it up to get it on the shelves just before Christmas 1990.

IBM PC

GRAPHICS **85%**
✓ VGA makes locations look even better.
✓ Stomach-curdling fighting scenes.

SOUND **84%**
✗ Poor PC-based sounds.
✓ Supports Roland and AdLib .

PLAYABILITY **86%**
✓ Many levels of complexity.
✓ Lots of locations and creatures.

ACCOLADE/HORRORSOFT ● £39.99 ● OUT NOW **85%**

ATARI ST ACCOLADE/HORRORSOFT £29.99 ● OUT NOW

AMIGA

GRAPHICS **84%**
✓ Some terribly gruesome scenes.
✓ Lots of detail in every scene.

SOUND **83%**
✗ Limited sound effects.
✓ Haunting tune.

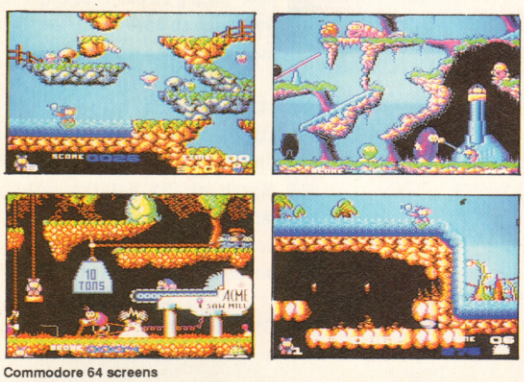
PLAYABILITY **83%**
✗ Two disk drives are a necessity.
✓ Easy to user interface.

ACCOLADE/HORRORSOFT ● £29.99 ● OUT NOW **83%**

Stephen King or Les Ellis?

CREATURES

CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME



Commodore 64 screens

TO THE RESCUE!

Held in devilish torture chambers, an entire village of Fuzzy Wuzzies—the cutest but most mischievious characters ever—need your help!

Control the only free Fuzzy, Clyde Radcliff, on a mission that takes him through the haunted Black Forest of Gateau, to a land full of crazy creatures, scuba diving in piranha ponds and into the lethal torture chambers themselves!

You need quick reactions, a sharp brain and a crazy sense of humour to complete the cartoon game of the year—*Creatures*!

By Apex Computer Productions

CBM64/128
£9.99cass £14.99disk
Amiga and Atari ST £24.99

FREE!
A FUZZY WUZZY IN EVERY PACK!

THALAMUS

Thalamus Limited, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399 INC VAT

A500 BATMAN PACK

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000

For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR **FREE BROCHURES**

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-308 0888**
Order Lines Open: Mon-Fri 9.00am-6.00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Systems Ltd, Dept RAZE391-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

Which computer(s), if any, do you own? ..... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

SWORD of VERMILION

Julian Boardman gets completely confused and spends all his Christmas bonus on this Mega Drive extravaganza

At the moment Japan seems to be enjoying a bit of an adventure/strategy awakening. There are several of these window-driven interaction adventure RPGs, like *Phantasy Star II*, and they just lurve *Populous* and *Sim City*.

The problem the Mega Drive has though is that its controllers limit the scope of any RPG played on the machine. Three buttons means that it can never be more than a beat-'em-up that involves a lot of exploring, a bit of intelligence, a lot of fighting and some very limited interaction, but that doesn't stop them being enjoyable.

The scenario behind this one involves 16 rings, eight of good and eight of evil, an Imperialistic dictator King Tsarkon, and the hidden son of King Erik, murdered when Tsarkon invaded the land of Excalabria. That prince is now 18 years old, and a strong skilful warrior, trained by the man who brought him up as his own, King Erik's bravest knight, Blade.

Now a man, it is up to the prince to find the eight good rings that Tsarkon has scattered across the planes, in order to counter the eight evil rings that Tsarkon himself uses to keep Excalabria under his evil reign. Even then it still may not be enough as he must also find the Sword of Vermillion to be able to confidently take on the evil dictator and return Excalabria to the green and fertile land it once was.

It is therefore down to you to control the prince as he wanders through the wilderness of deep forests, treacherous caves and oasis-like towns, talking and fighting his way to the eight rings of good that lie somewhere in the caves of Excalabria. Good luck.

OUTSIDE HELP

The armour they don't sell in the shops.

SKELETON ARMOUR:

More powerful than scale armour, this can be found in a cave.

CRIMSON ARMOUR:

Every bit as good as Ultimate Armour, but you won't get much when you trade it in (still it was free).

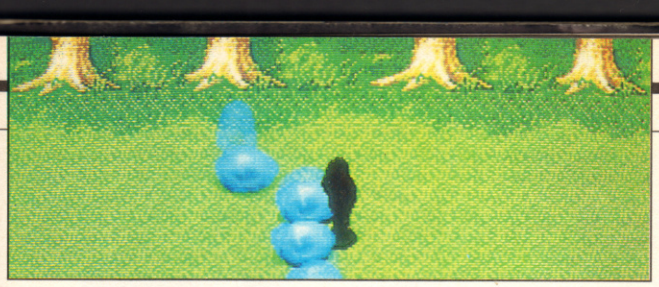
SECRET ARMOUR (not to be confused with *Secret Army*):

Even better than the excellent Diamond Armour, be sure to wear it immediately.

OLD NICK ARMOUR:

The best there is. The only problem is some little bugger went and cursed it.

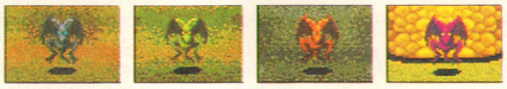
The word processor is mightier than the sword...



A couple of the town's buildings, the armoury and the inn. All the people around can be talked to, and they provide some useful information.

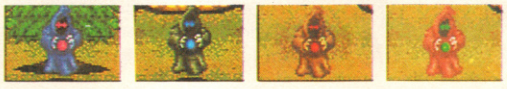
BATS:

Fast little creatures that can chew you to bits if you are not quick enough.



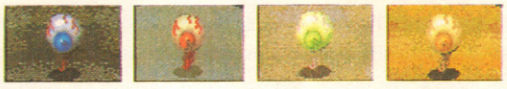
SORCERERS:

They are easily killed, but only if you can get past the devastating fireballs.



FLOATING EYES:

If looks could kill, these things would get you every time! Try not to touch them when you attack - they have strong attacks but weak defenses.

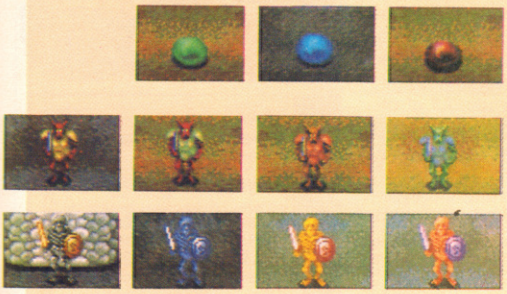


SNAKEMEN:

Use magic on these nasties - they're tough and they're fast.

YOUR FOES

These creatures are the ones you are most likely to meet in your first few attempts to play the game.



SLIMES: These disgusting creatures bounce around after you with their rubbery bodies. The green slimes are the weakest but the black glops really pack a wallop.

KOBOLDS: Nasty little monsters with dog like faces. They're some of the weaker foes that you will face.

UNDEAD: The sword attacks of the walking dead are relatively weak. You should not have too much trouble with these monsters.

MEGA DRIVE

GRAPHICS **79%**
✗ Some very basic sprites.
✓ Perspectiveless town view works well.

SOUND **81%**
✓ Some blood-curdlingn fight effects.
✓ Each building has its own ditty.

PLAYABILITY **83%**
✓ Easy to use window-driven system
✓ 5Mbs worth of content!

SEGA ● £49.99 ● OUT NOW **82%**

...especially if you've got a spell checker!

BUBBLE BOBBLE

Bubble-blowing dragons? Julian Boardman says "Puff" to this long-awaited NES conversion of the arcade fave

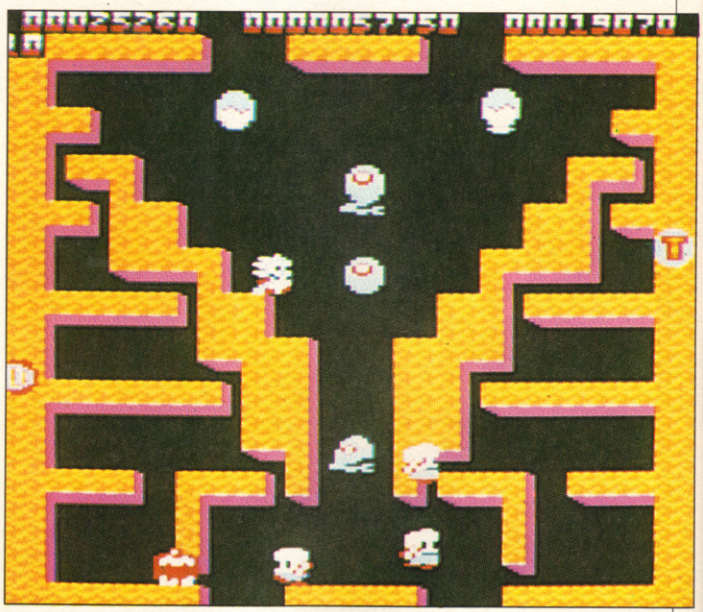
I have always been a fan of the original arcade machine of *Bubble Bobble*, spending all my beer, er, Vimto money on numerous continues to make sure myself and a friend got as far as our wallets could carry us. It was a sad day when the machine was removed from the pub.

The game's scenario is suitably daft. Two dragons, Bub and Bob, are trying to work their way through a series of rooms to rescue their brontosaurus buddies who've been abducted by the ever-so-evil Baron Von Blubba.

Each of the 100 levels is confined to one screen giving loads of action as the two dragons simultaneously try to capture all the rampaging sharks, fish and ghosts in their bubbles. Once captured they can jump on them and take all the bonuses left behind when bursting the bubbles. If one of the enemies gets caught in a bubble it must be jumped on fairly quickly otherwise the creature will burst out, turn red and rush around the screen trying to destroy our little friends. All of the levels can reveal mega bonuses and in a two-player game it can prove to be a real fight.

Some the designs of the levels are typically fiendish and need some serious consideration before plunging into action and getting stuck in some hopeless predicament. But if there are two of you playing – and there really is no other way of playing it – you could just use a bit of teamwork to get out of the situation.

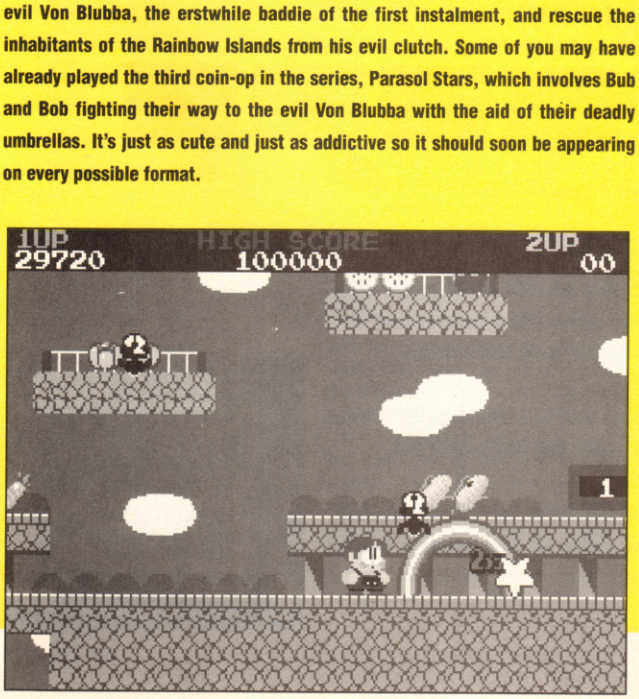
The sad thing about this version is that while it follows the layout of the original almost exactly, it just isn't fast enough to be playable in sufficient amounts for hardcore (?) fans. However, once you get used it, it's not that bad, and novices won't even notice the difference.



Now we've finally got Bubble Bobble on Nintendo could there be a possibility of a Game Boy version soon. Loads of colour and all the original graphics but the gameplay is too slow for comfort. (Amstrad screen).

FOREVER BLOWING BUBBLES

This is the first instalment of a coin-op trilogy that began way, way back in 1988 (it only hit my backwater local at the end of '89). Bubble Bobble was one of the pioneering cute games, and its non-violent gameplay coupled with the very challenging level of difficulty made it a huge success and a natural for conversion to all formats. The sequel, Rainbow Islands, featured the uncursed human forms of Bub and Bob using their new found rainbow power to defeat the evil Von Blubba, the erstwhile baddie of the first instalment, and rescue the inhabitants of the Rainbow Islands from his evil clutch. Some of you may have already played the third coin-op in the series, Parasol Stars, which involves Bub and Bob fighting their way to the evil Von Blubba with the aid of their deadly umbrellas. It's just as cute and just as addictive so it should soon be appearing on every possible format.



GRAPHICS **78%**
✗ Flicker in some of the animation.
✓ Close to the original.

SOUND **67%**
✗ A lack of tune doesn't help the presentation.
✓ Some interesting cute effects for the NES.

PLAYABILITY **73%**
✗ Less addictive than the original.
✓ Brow-furrowing levels to complete.

NES
TAITO ● £19.99 ● OUT NOW
74%

PC Engine SUPPLIES

(MAIL ORDER)

PC Engine Supplies,
223B Waterloo Road, Cobridge, S-O-T, Staffs
ST6 2HS (Registered Office)

(SHOP & MAIL ORDER)

Console Concepts,
Unit 18, The Village, Newcastle-U-Lyme, Staffs
ST5 1QB

Telephone 0782 712759 (9.00 am to 6.30 pm) (Orders and Enquiries)
0782 213993 (6.00 pm to 7.30 pm) (Orders only)
All enquiries daytime number only. Trade enquiries welcome.
Access and Visa now accepted VAT No. 536 8202 45. Fax No 0782208429

SEGA MEGADRIVE PACK 1
INCS: MEGADRIVE (TV OR SCART), JOYPAD & ANY GAME UP TO £33
£180.00 + P&P

SEGA MEGADRIVE PACK 2
INCS: MEGADRIVE (TV OR SCART) JOYPAD & ANY 3 GAMES FROM BELOW: AXIS, BURNING FORCE, E-SWAT, FAT-MAN, ALTERED BEAST, GRANADA
£190 + P&P

NINTENDO SUPER FAMICOM
INCS: SUPER FAMICOM (TV OR SCART), 2 JOYPADS, BOMBOOZAL & F ZEROOR SUPER MARIO WORLD (2 games)
£ call for latest pack price

PC ENGINE
GT HANDHELD & FREE BATMAN GAME
£ call for latest prices

PC ENGINE
INCS: PC CORE GRAFX, (TV OR SCART), 1 JOYPAD, 1 GAME (YOUR CHOICE), 2 GAMES (OUR CHOICE)
£165.00

SEGA MEGADRIVE TOP 20

JOHN MADDON	£39.99
RINGSIDE ANGEL	£33.00
BATTLE SQUADRON	£33.00
CRACKDOWN	£33.00
DANGEROUS SEED	£33.00
ATOMIC ROBOKID	£33.00
ELEMENTAL MASTER	£33.00
MAGICAL HAT	£33.00
GAINERES	£33.00
GAINGROUND	£33.00
HEAVY UNIT	£33.00
DARIUS II	£35.00
SWORD OF SODAN	£39.00
MICKEY MOUSE	£33.00
SHADOW DANCER	£33.00
MUSHA ALESTE	£33.00
JOE MONTANA	£39.00
KAGEKI	£35.00
WONDERBOY III	£33.00
AEROBLASTER	£33.00
SUPER VOLLEYBALL	£33.00
TIGER HELI	£33.00
HARD DRIVIN	£29.00

WE ALSO STOCK C64G / ATARI 2600 SEGA GAMEGEAR AND MANY ACCESSORIES FOR ALL CONSOLES

PC ENGINE TOP 10

OUTRUN	£33.00
JACKIE CHAN	£33.00
VIOLENT SOLDIER	£33.00
TAITO WRESTLING	£33.00
SAINT DRAGON	£33.00
SON OF DRACULA	£33.00
THUNDERBLADE	£33.00
TOY SHOP BOYS	£33.00
AEROBLASTER	£33.00
COMBAT POLICE	£33.00

SUPER FAMICOM TOP 10

FINAL FIGHT	£CALL
GRADIUS III	£CALL
PILOT WINGS	£CALL
BOMBOOZAL	£CALL
F-ZERO	£CALL
POPULOUS	£CALL
GREAT BATTLE	£CALL
SIM CITY	£CALL
HOLE IN 1 GOLF	£CALL
RTYPE II	£CALL

BEWARE OF IMITATORS
We are one of the largest importers of Japanese consoles / games in the UK. We will still be here when others disappear.

NINTENDO GAMEBOY TOP 20

NINJA TURTLES (USA)	£24.00	BATMAN (USA)	£24.99
DOUBLE DRAGON	£19.95	FI BOY	£19.99
ROBOCOP (USA)	£24.95	CHASE HQ	£19.99
GHOSTBUSTERS (USA)	£24.95	BOULDERDASH	£19.99
1 MAN AND A BLOB	£19.95	DUCK TALES	£19.99
PACMAN	£19.95	CONTRA II	£19.99
RADAR MISSION	£19.95	DRAGON TALE	£19.99
SPIDERMAN (USA)	£24.95	SKATE OR DIE	£24.99
KARATE BOY	£24.95	HEAD ON	£19.99
CASTLEVANIA (USA)	£24.95	GREMLINS II	£19.99

ATARI LYNX

ATARI LYNX	£129.00	GAUNTLET III	£35.00
BLUE LIGHTNING	£30.00	SLIME WORLD	£35.00
CALIFORNIA GAMES	£30.00	PAPER BOY	£35.00
CHIPS CHALLENGE	£30.00	ZARLOR MERCENARY	£35.00
ELECTRO COP	£30.00	KLAX	£35.00
GATES OF ZENDECON	£30.00	ROAD BLASTERS	£35.00

Same day despatch on all VISA/ACCESS/POSTAL ORDERS subject to availability (call 0782 712759). All our consoles carry 12 mounths guarantee. Please add £5.00 P&P for consoles;£1.00 P&P for each game title, rapid despatch 24 hour parcel force + Royal Mail

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION SEGA / NINTENDO/NEC FAMICOM ARE TRADEMARKS OF THEIR RESPECTIVE OWNER

★★★YOU'VE TRIED THE REST NOW TRY THE BEST★★★

ACCESS/VISA 24HR HOTLINE 0732 351220

MEGA MIX

ALL ITEMS SENT BY FIRST CLASS POST

(DEPT RAZE 3), 46 ASHDEN WALK, TONBRIDGE, KENT TN10 3RL

NINTENDO SEGA ATARI PC ENGINE NEO-GEO CHEETAH

NINTENDO GAME BOY ONLY£64.95

NINTENDO GAMEBOY GAMES

A BOY AND HIS BLOB	£22.95
BATMAN	£22.95
BOLDERDASH	£22.95
CASTLEVANIA	£22.95
DOUBLE DRAGON	£22.95
FORTRESS OF FEAR	£22.95
NEMESIS	£22.95
TMNT	£22.95
TETRIS	£22.95
SUPER MARIOLAND	£22.95
SM-GM	£22.95
SD GUNMAN/SD LEGEND	£22.95
GOLF	£22.95
LEGENDS OF DRACULA	£22.95
QIX	£22.95
RED ARIMA	£22.95
GODZILLA	£22.95
LOCK 'N' CHASE	£22.95
DUCK SHOOT	£22.95
BUBBLE GHOST	£22.95
GHOSTBUSTERS	£22.95
GREMLINS	£22.95

CHEETAH GAME MATE
INCLUDING FREE GAME
ONLY £54.95

ADDITIONAL GAMES ONLY £14.95 EACH

NEW!! NEW!! NEW!! NEW!!

SEGA GAMEGEAR
PLUS
SUPER MONACO G.P
ONLY £145.95

SEGA GAMEGEAR GAMES

SUPER MONACO G.P	£28.95
COLUMNS	£28.95
FENGO	£28.95
G-LOC	£28.95
BASEBALL	£28.95
MAZE SYNDROME	£28.95
ZAM GEAR	£23.95
WONDERBOY	£23.95

ATARI LYNX ONLY £119.95

ATARI LYNX GAMES

BLUE LIGHTNING	£28.95
CALIFORNIA GAMES	£28.95
CHIPS CHALLENGE	£28.95
ELECTRO COP	£28.95
GATES OF ZENDECON	£28.95
GAUNTLET 3	£32.95
SUME WORLD	£32.95
MS PACMAN	£27.95
ROADBLASTERS	£27.95
XENOPHOBE	£27.95

SEGAMASTER SYSTEM ONLY £69.95
SEGAMASTER SYSTEM PLUS ONLY £89.95

MASTER SYSTEM GAMES

COLLUMNS	£24.95
E-SWAT	£24.95
GAIN GROUND	£26.95
MALIA	£22.95
JUNGLE FIGHTER	£26.95
MICKEY MOUSE	£26.95
MOONWALKER	£26.95
SUB ATTACK	£26.95

NEO-GEO

NEO-GEO/PAL	£379.95
NEO-GEO/SCART	£369.95
MAGICAL LORD	£125.95
BASEBALL STARS	£179.95
NAM 1975	£109.95
GOLF	£179.95
CYBERUP	£179.95
NINJA COMBAT	£125.95
RIDING HERO	£179.95
SUPER SPY	£169.95
MAJAK	£169.95

SEGA MEGADRIVE PLUS JOYPAD PLUS ANY GAME LISTED BELOW OF YOUR CHOICE ONLY £144.95

SEGA MEGADRIVE PLUS JOYPAD ONLY £119.95

SEGA MEGADRIVE GAMES

Air Driver	£34.50	Ghouls 'n' Ghosts	£31.95	Space Harrier II	£31.50
Afterburner II	£32.50	Golden Axe	£29.50	Strider	£42.50
Alex Kid	£32.50	Herzog Zwei	£19.50	Super Basketball	£26.95
Altered Beast	£24.95	Hurricane	£32.50	Super Darwin	£19.50
Altered Beast II	£26.95	John Maddens		Super Hang On	£27.50
Arnold Palmer Golf	£32.50	Football	£34.95	Super Hyolide	£32.95
Assault Suit Leynos	£32.95	Kageki	£31.95	Super Mastergolf	£26.95
Basketball	£31.50	Klax	£31.50	Super Monaco GP	£24.95
Batman	£32.50	Kajaku II	£32.95	Super Thunderblade	£31.95
Budokhan	£34.95	Lakers Vs Celtics	£32.95	Tatsujin	£32.50
Castle of Illusion	£34.95	Last Battle	£32.95	Tetris	£14.95
Chase HQ	£31.50	Moonwalker	£29.95	Thunder Force II	£34.50
Crackdown	£32.95	New Zealand Story	£26.95	Thunderforce III	£34.50
Darwin 4001	£27.95	Phantasy Star 2	£44.95	Vette	£32.50
D J Boy	£24.95	Pheilios	£34.50	Whip Rush	£24.95
Dynamite Duke	£31.95	Rambo III	£31.50	Wonderboy In Monster	
E-Swat	£26.95	Roadbusters	£32.95	Lair	£32.50
Final Blow	£32.50	Shadow Dancer	£34.95	World Cup Soccer	£24.95
Forgotten Worlds	£32.50	Shining & Darkness	£31.95	XRD	£34.50
Ghostbusters	£24.95	Sorcerian	£29.50	Wrestle War	£31.50

PC ENGINE

PC ENGINE				PC ENGINE GAMES			
PC CORE GRAPHIX	£145.95	XE8 JOYSTICK	£ 27.95			FINAL BLASTER	£32.95
		5 PLAY ADAPTOR	£ 22.95			HELL EXPLORER	£32.95
PC CD ROM + INTERFACE	£295.95	PC KIDD	£32.95	AFTERBURNER 2	£32.95	NEW ZEALAND STORY	£32.95
		POWERDRIFT	£32.95	BATMAN	£32.95	NINJA SPIRIT	£32.95
CONTROL PAD	£18.95	RABIO LEPUS SPECIAL	£32.95	CHASE HQ	£32.95	OPERATION WOLF	£32.95
		W-WING	£32.95	DIE HARD	£32.95	PACLAND	£28.95

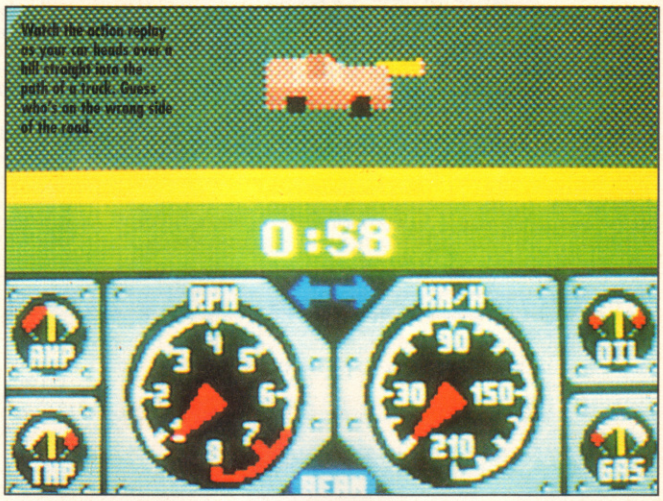
To order, state items you require, together with payment, made payable to 'Mega Mix', or place your order on our Credit Card Hotline 0732 351220. Overseas orders add £5 per item.

MEGAMIX SOFTWARE (DEPT. RAZE 3), 46 ASHDEN WALK, TONBRIDGE, KENT TN10 3RL.

HARD DRIVIN'

MEGA DRIVE ● TENGEN ● £39.99

Doing his bit for international relations, Les Ellis yet again raids HM Customs office and braves the incomprehensible Japanese instructions to bring you news of the latest imported games.



Watch the action replay as your car bounds over a hill straight into the path of a truck. Guess who's on the wrong side of the road.

At last you have the chance to play Tengen's smash arcade driving simulation in the comfort of your own home. *Hard Drivin'* has been around for some time on 16-bit computers; it was just a matter of time before it turned up on console.

You are put behind the wheel of a fast sports car (is there any other sort). At the beginning you are given the choice of an automatic or manual gear box. You can also choose between two different race tracks: stunt or speed. The stunt track has various hurdles like a bridge, banked turn and a complete nightmare of a loop.

All obstacles need to be taken at the right speed otherwise disaster is inevitable. You are not the only car on the road, so you will have to watch your position pretty carefully.

The speed track calls for different skills altogether as you race around trying to beat the clock.

At the start of the race you are given one minute 45 seconds to complete the two courses. Passing checkpoints increases your remaining time. There is a challenge time to beat and once you have smashed this you are given the opportunity to race against the Phantom Photon. If you beat this mean racing dude your race time will be recorded and you will become the new Phantom Photon.

One of the outstanding features of this game is the action replay; when you crash you get the chance to sit back for a few seconds and watch the accident all over again from outside the car.

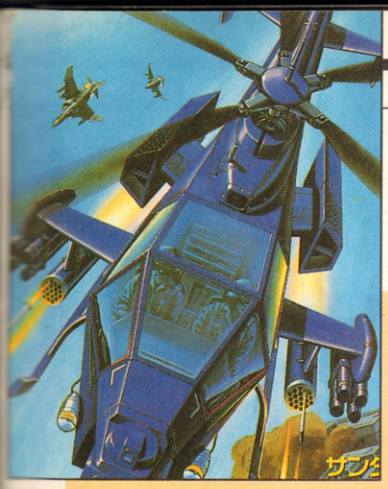
The game has excellent solid 3-D graphics, a tremendous thundering sound tracks and enough playability to keep you hooked. My only gripe is lack of extra courses. With the possibility of huge cartridges, and the Mega Drive's obvious potential, it seems a wasted opportunity. Games on the Mega Drive shouldn't simply be conversions.

MEGA DRIVE **86%**

IMPORT

Play chicken on the big loop. Drive on the wrong side of the road, put your foot on the pedal and hope it's only asphalt you burn.

All the best drivers pass on their third test, right Shintaro?



THUNDER BLADE

PC ENGINE ● NEC ● £34.95

By now just about everyone must have heard of *Thunder Blade*. It's been on almost every format there is (with the exception of the hand-helds). It's a multi level, multi dimensional shoot-'em-up in which you control the latest in helicopter hardware.

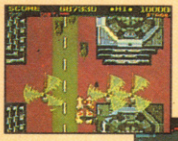
You must swoop through city streets destroying enemy vehicles in your path with your vulcan cannon and rocket launcher.

There are four levels in all; each features an end-of-level guardian which must be destroyed before progression to later stages is possible.

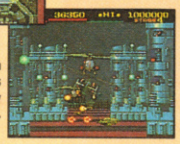
The very first 2-D section is ridiculously easy and can be finished in just a few seconds. From then on though, things get tough as opponents come at you from the air and ground.

Thuderblade was good in its day; now it's a tad tired.

PC ENGINE 72%



These 2-D scenes are really easy, so use them simply for target practice and racking up loads of points.



If you don't move soon it'll be helicopter versus skyscraper, and I know where my money lies.

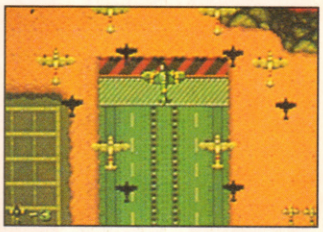
HURRICANE

PC ENGINE ● TOA PLAN ● £34.95

Why is it our Japanese friends are so keen on shoot-'em-ups. Of all the consoles, the PC Engine is the most flooded. *Hurricane* is virtually the same as last month's hit *Tiger Shark*. You fly a plane on a vertically-scrolling screen and must dispose of the countless enemy vehicles racing towards you from all angles .

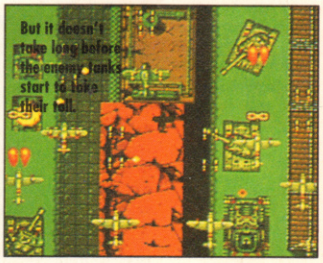
You are attacked by land, sea and air, so plenty of trigger action is required to survive. Shooting some of the enemy vessels results in a power-up which boosts your weaponry.

The graphics aren't as good as the aforementioned *Shark*, but shoot-'em-up fans are going to love it anyway. One novel touch that sets it aside from other games of the same genre is that as well as smart bombs you can call up a squadron of planes to help you in the battle. You can hide behind them and let them take all the flak – great fun.



You call up your squadron and head off to battle...

PC ENGINE 79%



But it doesn't take long before the enemy tanks start to take their toll.

gives you an additional smart bomb to frag the bad guys with.

provides you with an extra life.

increasing the strength and number of shots you fire.

BURNING ANGELS

PC ENGINE ● NAXAT ● £34.95

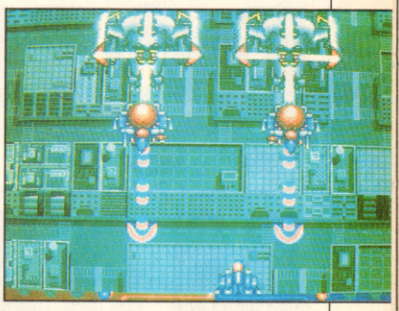
This little number is a classic. A provocative-looking cover girl leads you suggestively into this simultaneous one- or two-player shoot-'em-up.

First you must choose which character you wish to play – Dragon or Phoenix. Then it's off to rescue your leader from his evil abductors.

Naturally you get to battle everything plus the kitchen sink. Loads of weapons can be picked up along the way; these are needed as your opponents appear in larger numerous and at a greater speed.

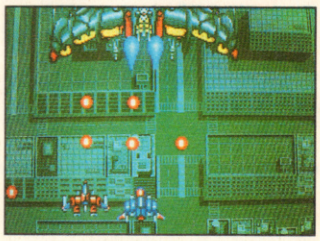
Each ship comes kitted out with its own super weapon, but unfortunately it can only be used a few times.

End-of-level guardians must be defeated. Success leads you to some rather tasty completion screens to gawp at. *Burning Angels* is good for a quick blast, but it's nothing new.



Shooting the guys at the front will give you some power ups. Shooting the guys at the back, well that's just good for your health.

PC ENGINE 69%



Two players can team up to combat the toughest of the tough opponents.

POWER PILL POPPER

(P) – makes your standard weapon more powerful.

(B) – provides you with a smart bomb.

(M) – gives you some pretty neat missiles.

(L) – arms you with lasers to blast with.

(*) – partly replenishes your ship's energy.

IMPORT BUYS

The games mentioned in Import are not available generally in the UK, and are only purchasable from select grey importers. Also note, the games looked at here will be reviewed in full when they are officially available in Britain.

All games reviewed in Import this month came from:

■ Console Concepts, unit 18, The Village Shopping Centre, Newcastle-Under-Lyme, Stafordshire ST5 1QB. Tel: (0782) 712759.

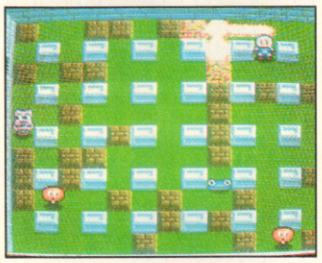
BOMBER MAN

PC ENGINE ● HUDSON ● £34.95

Up to five people can simultaneously play this mad *Bombuzal*-like game on the PC Engine. It's also the first game that supports simultaneous two-player action on the hand-held GT.

The gameplay is fiendishly simple: you have to roam about a maze planting bombs to blow away brick walls and any lurking monsters. The bombs are laid easily enough, but you have to ensure you're not on top of them (or even in the near vicinity) when they blow.

In five-player mode the action can get cramped and extremely dangerous at times as all five try to blow each other up.

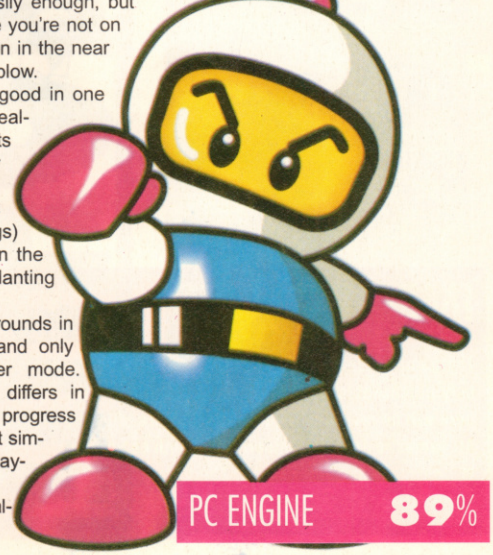


Two bombs simultaneously explode at the top of the screen. Your bomber narrowly misses being blown up; the walls take the full force of the blast.

Bomber Man is good in one player mode, but really comes into its own with two or more players. Many late nights (and early mornings) have been spent in the RAZE offices planting bombs.

There are eight rounds in one-player mode and only one in multi-player mode. Multi-player mode differs in that the aim isn't to progress to higher levels, but simply to be the last player standing.

Bomber Man really is explosive.



PC ENGINE 89%

YOUR GUIDE TO ALL THAT'S BAD IN BOMBER MAN

– this chappie isn't too smart and is easy to trap. You'll only get 100 points for your troubles.

– he looks pretty dippy, and is! The ghost is more likely to walk into a bomb blast than into you. Again, only worth 100 points.

– cleverer than the previous two, but is still relatively easy trap. Blasting this guy gives you 400 points.

– this monster is a pain in the neck and should be disposed of pronto. He is worth 400 points.

– here's a little sucker who can pass through solid walls. Keep an eye on him, he's worth 1000 points.

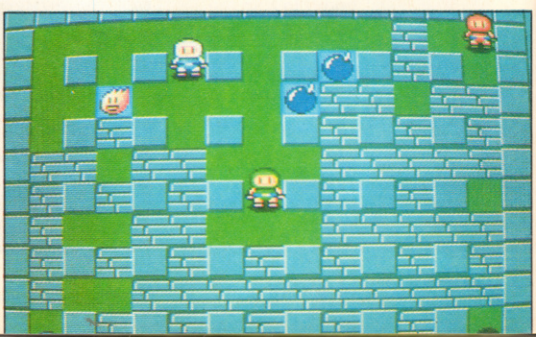
– on loan from Pacman to appear is the yellow blob worth 200 points.

– the big mouthed monster is worth 1000 points and will follow you relentlessly.

– forget the teddy bears' picnic. This bear isn't for hugging. You'll get 2000 points for this sabre toothed toy.

– this slinky-looking snake needs several hits to kill and is worth a whopping 20,000 points.

– another nasty piece of work which requires lots of bombs to kill it. There's 20,000 points in the bag if you do.

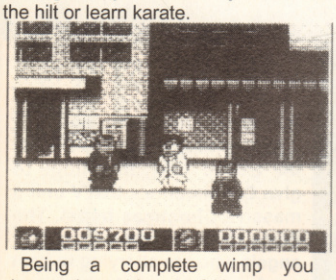


In multi-player mode only two of the bonus icons are available (multi-bomb drop and extended blast).

KARATE BOY

GAME BOY ● TECHNOS ● £19.99

Walking through the streets has never been a safe business, especially in downtown Trowbridge. Indeed, there are only two ways of looking after yourself: arm yourself to the hilt or learn karate.



Being a complete wimp you choose the noble art of Karate and, once mastered, decide to clear the streets of scum. There are several suburbs that need clearing and each one is full of crooks and henchmen just waiting for some hard nut to come along.

You walk through the scenes punching and kicking your way through hordes of bad guys. At the end of each stage is an end-of-level guardian to deal with. The game plays and feels like *Double Dragon*. The backdrops are really detailed and the action varied enough to keep your fists and feet flying.

There are several skill levels to test your worth. At higher levels and on the special one-player game you get bonus items to pick up and use.

A two player option is available provided you have the adapter and two carts. The graphics and sound look really dated and don't even come close to pushing the GB to its limits. Do yourself a favour...

GAME BOY 32%

NAVY BLUE '90

GAME BOY ● USE ● £19.99

Ever wanted to play Battleships? Well now's the chance to play the age-old game on your Game Boy. You can either play against the machine or against a friend via the multi-player lead. The game starts of with a long-winded speech from the captain – I'm sure it's very important, but being in Japanese...

Another ancient board game gets converted to the Game Boy. For *Navy Blue '90* read 'Battleships'.

You get to select various kinds of ships and weapons. Then it's on to the game where you take it in turns with your opponent to select co-ordinates on the map.

A missile screams to the area of ocean you think your opponent might be hiding. If you're lucky and destroy a vessel you get presented with a brilliant picture of the ship blowing up. But it's soon back to the grind as you try to track down the rest of the enemy fleet.

On the whole this game is pretty boring; two-player mode lifts it marginally.

RATING 57%

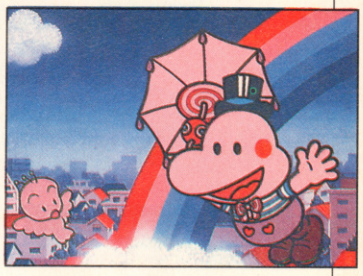
HOORAY HENRY

GAME BOY ● EPOCH ● £19.99

Yet another clone of the classic *Super Mario Land*. That doesn't imply Henry isn't any good – on the contrary it's very playable, but still not as ingenious as *Mario*. The gameplay is similar in that you have to move through various scenes jumping over enemies and using platforms to collect bonuses. The game is a tad too easy and will leave experienced platform players wanting more. Nice graphics and sound, but the playability isn't up to *Mario*'s high standard.

GAME BOY 71%

***Hooray Henry* is crammed with cuteness and playability. If you're bored of *Mario*, try *Henry* for a new selection of puzzles.**

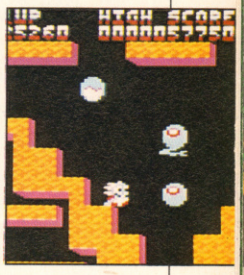


BUBBLE BOBBLE

GAME BOY ● TAITO ● £19.99

This month sees *Bubble Bobble* making its way onto the Game Boy as well as the NES. To get the full story read the NES review on page 76. The main differences between the two is that the Game Boy version lacks a two-player options and you don't get to see the whole level at once (just a portion of it). The screen scrolls smoothly as you move, but that doesn't account for the loss in playability. It's more of a guessing game as you try to figure out what is beyond your view.

GAME BOY 75%



The great simultaneous two-player action of the coin-op version of *Bubble Bobble* is missing in the Game Boy remix. Apart from that, the sound, graphics and playability as as good as ever.

HEAD-ON

GAME BOY ● TECMO ● £19.99

This is a disgrace! *Head-On* is a truly ancient game; the sort of thing you expect to type into a computer when learning BASIC programming. You control a little car and must race around a square track picking up dots as you go. A computer controlled starts from the other end of the track. The idea is not to meet in the middle. Thrilling stuff, huh?

IMPORT BUYS

The games mentioned in Import are not available generally in the UK, and are only purchasable from select grey importers. Also note, the games looked at here will be reviewed in full when they are officially available in Britain.

All games reviewed in Import this month came from:

■ Console Concepts, unit 18, The Village Shopping Centre, Newcastle-Under-Lyme, Stafordshire ST5 1QB. Tel: (0782) 712759.

Fairymount – now that's a polite word.

SIGHTS ON CD

CD ROM games are a far cry from their tape, disk and even cartridge counterparts. Paul Rigby puts on his hat and coat, clears out his pipe and goes on the detective trail

JOIN THE MURDER CLUB

New on the PC Engine CD ROM is *JB Harrold's Murder Club*. With the large amounts of memory available on CD (around 550Mb), new types of games, which were prohibitively memory-hungry in cartridge form, are now possible. NEC of Japan have just made a detective/murder mystery game which combines CD-quality stereo music with true human voice output.

In *JB Harrold's Murder Club*, Bill Robbins has just been murdered and as JB you have to go out and search for clues, interrogate suspects and gather enough evidence to make an arrest. Pull-down menus allow you to ask a large variety of questions, and from the new information that you learn, additional areas open up for you to investigate and new people appear with more information.

One new feature which NEC have added to this game is that the voice and text are selectable between English and Japanese! By making CD games bilingual, the disc immediately becomes usable to all countries.

FINAL ZONE RETURNS!

Good grief! The PC Engine shoot-'em-up *Final Zone* is only just out and about on CD ROM – yet the sequel is already nearing the final stages of production! In a similar style to the original, *FZ2* is another multi-directional shoot-'em-up viewed from above. The future people once again require your help as another revolution has occurred. You've got a little help this time as you can select a crew of mercenaries, each wearing their own New Age Power Suit and equipped with unique, customised weapons.

ENGINE ALERT

Last Alert is now out on the PC Engine CD ROM. This topical one-player beat-/shoot-'em-up is spread over eight frenetic levels.

The mission is, of course, impossible. It appears that US diplomats from a US State embassy in the Caribbean have been captured by a crazed psychotic killer with a view to using them as hostages in his bid to take over the country. To prevent any attack from foreign governments, the clever chap has placed the hostages at critical military installations around the country, effectively using them as humans shields (I said it was topical).

Due to this popular set-up, an all-out attack is out of the question, the only hope is that one man can infiltrate the country's defences and destroy the bases individually. After knocking out the installation you must rescue all the hostages and then go on to find and eliminate the dictator.

COMPACT STORIES

● Gremlin are moving onto CD. With the release of *Little Divil* at the end of 1991, they hope to give Commodore's CDTV unit a massive Christmas boost. The game revolves around six bad angels who are all trying to beat each other back to heaven. With graphics from the same guy who did the work on Sullivan Bluth's *All Dogs Go To Heaven* and *Land Before Time* movie cartoons, *Little Divil* looks set to give the *Dragon's Lair* series a run for its money.

● Accolade's upcoming title for the PC Engine, Jack Nicklaus Turbo Golf, will have 18 holes on the PC Engine cart while the CD version will contain 90 holes plus three digital soundtracks.

● NEC plan to take CD technology into the other areas beside games, more specifically they are looking at the home education market. Their new *Magical Dinosaur Tour* CD is a virtual encyclopedia on the subject, with dozens of screens showing how and where the monsters lived millions of years ago. In addition, a CD from Discus will contain ten children's books with full voice output.

● NEC plan to bring out a monthly magazine called *Ultrabox* on CD. It will feature games reviews, game news and even a video game!

● Sierra may be releasing a £700 IBM PC package which would include a CD ROM drive, interface card, a sound card (maybe Sound Blaster) and two CD ROM games.

Continued on page 84

SEGA
MEGADRIVE
NINTENDO
GAME-GEAR

MEDLANTIC HI-TEC LTD

10 CHURCH STREET, MARKET BOSWORTH, WARKS

ATARI LYNX
NINTENDO
GAMEBOY
SUPER FAMICOM

HI - TECH HI - TECH HI - TECH

HI TEC CONSOLES, HI TEC GAMES, FOR HI TEC MINDS

SEGA MEGA DRIVE

JPN MEGADRIVE & GAME	**£149.95**
JPN GAMES ADAPTOR	**£14.95**
SCART LEAD	**£9.95**
8-BIT CONVERTER	**£29.95**
ARCADE POWER STICK	**£34.95**
CONTROL PAD	**£14.95**
AERO BLASTER	£34.95
AFTERBURNER II	£29.95
ATOMIC ROBOKID	£33.95
AXIS F2	£34.95
BATMAN	£34.95
BATTLE SQUADRON	£38.95
BUDOUKAN	£38.95
CRACKDOWN	£33.95
DANGEROUS SPEED	£34.95
DARIUS II	£44.95
DYNAMIC DUKE	£24.95
ELEMENTAL MASTER	£34.95
ESWAT	£24.95
FATMAN	£33.95
FIRE SHARK	£33.95
GAIARES	£39.95
GRANADA	£33.95
HARD DRIVING	£34.95
HEAVY UNIT	£34.95
HELLFIRE	£32.95
INSECTOR X	£33.95
JOE MONTANA FOOTBALL	£39.95
J. MADDEN FOOTBALL	£39.95
JUNCTION	£34.95
KAGE 41	£39.95
LAKERS VS CELTICS	£34.95
MAGICAL HAT	£34.95
MEGA PANEL	£34.95
MICKEY MOUSE	£33.95
MUSHA ALESTIE	£34.95
POPULUS	£38.95
RING SIDE ANGEL	£34.95
SHADOW BLASTER	£34.95
SHADOW DANCER	£32.95
STAR CRUISER	£34.95
STRIDER	£34.95
SUPER MONACO	£34.95
THUNDER FORCE III	£34.95
WONDERBOY	£34.95

NEO GEO

NEO-GEO CONSOLE 2 JOYSTICKS, MEMORY CARD & GAME	**£449.95**
BASEBALL STARS	£149.95
CYBER LIP	£189.95
MAGICIAN LORD	£149.95
NAM 1975	£149.95
GOLF	£149.95
RIDING HERO	£149.95
SUPER SPY	£169.95
PUZZLED	£189.95
JOY JOY KID	£189.95
BOWLS	£189.95
BLUE JOURNEY	£189.95
KING OF THE MONSTERS	V189.95

ATARI LYNX

LYNX CONSOLE INC FREE GAME	**£125.95**
BLUE LIGHTNING	£29.95
CALIFORNIA GAMES	£29.95
CHIPS CHALLENGE	£29.95
GATES OF ZENDECON	£29.95
KLAX	£34.95
PAPERBOY	£34.95
ROADBLASTERS	£34.95
SLIME WORLD	£34.95
ELECTRO COP	£29.95
GAUNTLET III	£34.95
MS PACMAN	£34.95
RAMPAGE	£34.95
RYGAR	£34.95
XENEPHOBE	£34.95
ZARIOR MERCENARY	£34.95

MED-COM ADAPTOR

CANT PLAY ALL THE LATEST JAP GAMES ON YOUR MEGA DRIVE??

THEN YOU NEED A MED-COM

ONLY **£14.95**

SEGA GAME GEAR

GAME GEAR + FREE GAME	**£129.95**
GAME GEAR + 3 GAMES	**£179.95**
COLUMNS	£24.95
PENGO	£24.95
SUPER MONACO	£24.95
WONDER BOY	£24.95
G-COL	£24.95

NINTENDO

TURTLES PACK	**£79.95**
ACTION PACK	**£99.95**
JOYSTICK	**£39.95**
MAX PAD	**£29.95**
BIONIC COMMANDO	£39.95
BLACK MANTA	£29.95
BOBBLE BUBBLE	£24.95
DOUBLE DRAGON II	£39.95
FESTERS QUEST	£29.95
MEGA MAN II	£39.95
PAPER BOY	324.95
ROBOCOP	£39.95
TETRIS	£24.95
WORLD WRESTLING	£34.95

MORE TITLES IN STOCK!!

PC ENGINE

PC ENGINE INC GAME	**£159.95**
CD ROM UNIT	**£299.95**
CONTROL PAD	**£19.95**
AFTERBURNER II	£34.95
BATMAN	£34.95
DIE HARD	£34.95
FINAL BLASTER	£34.95
GAMOLA SPEED	£34.95
OPERATION WOLF	£34.95
THUNDERBLADE	£34.95
W-WING	£34.95

MORE TITLES IN STOCK!!

GAME BOY

GAME BOY + ANY GAME	**£69.95**
GAME-BOY DELUXE INC P/S/U, BATTERY CHARGER 6 BATTERIES	**£89.95**
BATSS & CHARGER	**£14.95**
P/S/U	**£9.95**
GAME LIGHT	**£9.95**
CARRY CASE	**£14.95**
BATMAN	£24.95
BOULDERDASH	124.95
BOXING	£19.95
BUBBLE GHOST	£24.95
BUGS BUNNY	£24.95
CASTLEVANIA	£19.95
DR MARIO	£24.95
DUCK TALES	£24.95
FINAL FANTASY	£29.95
GHOSTBUSTERS II	£24.95
MERCENARY FORCE	£24.95
TMNT	£24.95
PAPER BOY	£24.95
PIPE DREAM	£24.95
ROBOCOP	£24.95
SUPER MARIO LAND	£19.95

MICRO-GENIUS

MICRO GENIUS CONSOLE INC GAME	**£69.95**
TMNT II	£39.95
STRIDER	£39.95
CRAZY ESLAINS	£34.95
FINALS MISSION	£34.95
DOUBLE DRAGON	£34.95
ROBO-COP	£39.95
AFTER BURNER	£39.95

SUPER FAMICOM

FAMICOM INC 2 GAMES (SCART)	**£299.95**
BOMBUZAL	£39.95
F-ZERO	£39.95
FINAL FIGHT	£44.95
GRADIUS III	£44.95
MARIO LAND	£39.95
POPULOUS	£49.95
ACT RAZER	£44.95
PILOT WINGS	£44.95

PC HAND HELD IN STOCK!!
£285 + ANY GAME.

MORE TITLES IN STOCK!!

REPAIR SERVICE ON ALL CONSOLES!!

JOIN THE HI-TEC CLUB AND RECEIVE A DISCOUNT ON ALL PURCHASES!!!

MEDLANTIC HI TEC GIVIN' IT ALL THAT!!

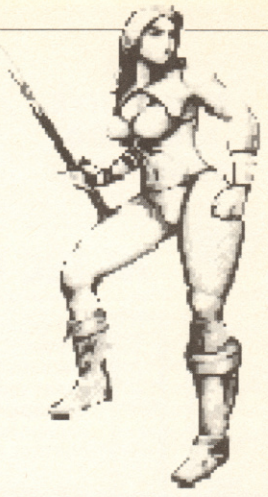
RETAIL, MAIL ORDER TRADE AND OVERSEAS WELCOME

SECOND HAND GAMES BOUGHT AND SOLD

TEL/ FAX (0455) 291865 **TEL (0860) 444587**

HI - TECH HI - TECH HI - TECH

HACKS & STACKS

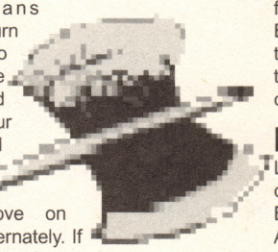


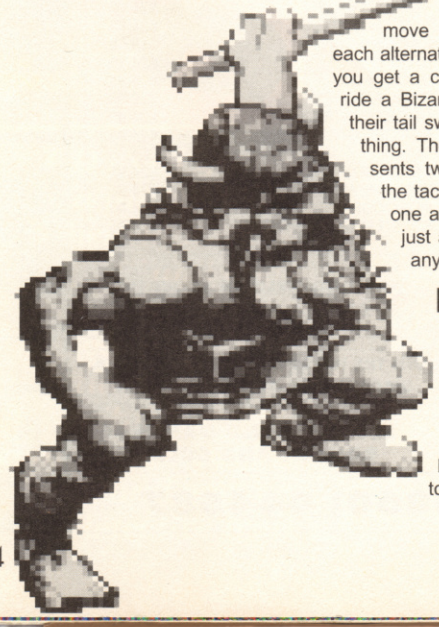
Heeeeere's Zak!!! Welcome one and all, yes, even the one's who can barely read because they are still learning the number of fingers they own, either that or their one times table. However, after last month's venture into deep space here we are in mediaeval times.

Before I start, I would just like to remind you of my motto: never look a gift Bizarrian in the mouth

LEVEL ONE

Between the start of the level and the rocky outcrop you will encounter three pairs of big, bad lads. The best way to deal with pairs, and any Bizarrians that turn up, is to split the pair and use your special move on each alternately. If you get a chance to ride a Bizarrian they are useful as their tail swing can knock out anything. The end of the level presents two huge fat blokes, but the tactic of a special move on one and then the other works just as well on these two as any other.





LEVEL TWO

The second level (see below) takes place on the back of a turtle (cowabunga!). You must fight your way past two pairs of guards before access is gained to the main courtyard. You also get a chance for a quick bit of elf-kicking to build up your magic before the end of level battle comes. The only real way of succeeding on this level without losing too much blood is to use your spells on the final group of a fire-breathing Bizarrians, two women and a skeleton. Then jump on the Bizarrian and torch the rest of the buggers if you can. Don't fall off.

LEVEL THREE

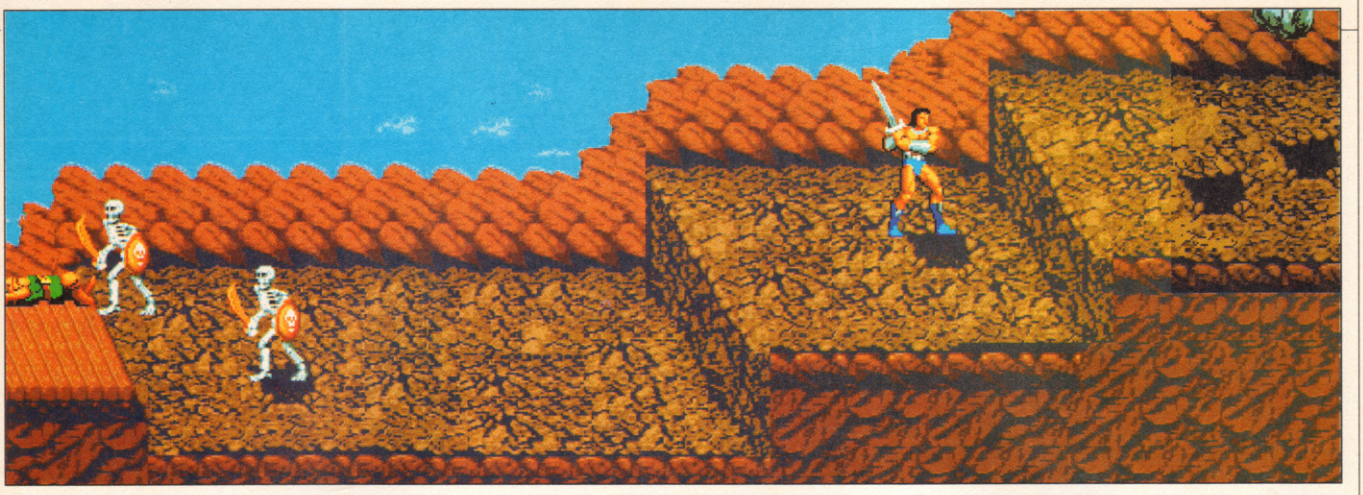
Level three, above, is short but very difficult. It begins with a woman, on a Bizarrian, and two of her big mates. A bit of magic would not go amiss as you get two chances to pick up some more over the bridge. If they are not dead by now then torch them and use your special move to leap the gap, in this case shoulder-barge over it, as a jump will not be long enough. Once over you face two well 'ard women, then a bit of elf-kicking to get some magic. After that, two of those big blokes you faced at the end of level one turn up, the same tactic works equally well here.

Pick up some more magic, then move on to the courtyard. Take out the three blokes with some furious hacking, then use your spells as soon as the guy in the armour turns up and hack him to death when he starts to get back on his feet.

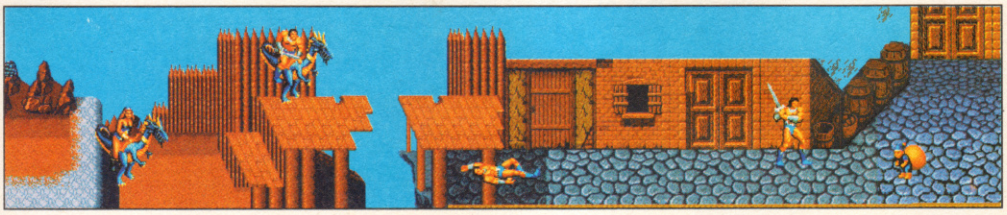
LEVEL FOUR

Level four has some very nasty moments but an experienced fighter

Q: What runs up a road but never gets tired?



will lure the attacking skeletons to the edge of the eagle, allowing them to fall to their deaths before a bloody fight ensues. Sheer weight of numbers may have you reaching for your magic before you can say Paul Daniels. Try and save it as long as possible though because you may be left high and dry, especially as it gets really tough right at the end. As you can see I was forced to nuke 'em. The end seems innocent enough but the combination of the devious skeletons and another shoulder-barge happy, armour-clad moron means things get difficult.



LEVEL FIVE

Level five begins on the eagle's head, but I won't spoil it for you and reveal all. All I will say is that you must be careful not to get kicked off the edge. Thank you and goodnight.

A: A road! (The first of many Christmas cracker jokes.)

BUDGET BLITZ

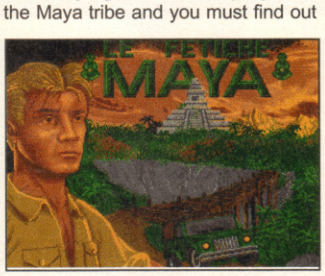
Life at the treasury has been nothing but trouble since Thatch jumped ship and let the main man Major slip greasily into her place. Not only are there the new Tessas to contend with, but the Budget is just a few months off. Sir Ivor Tightwallet managed to compile this report under severe Treasury restrictions.

MAYA
ACTION 16 ● £7.99

Maya sounds like an adventure and that's just what it is. It's not one of those boring text-driven jobs though, it's an action adventure through the Yucatan jungle. Within the jungle are the Maya tribe and you must find out the secret behind their strange fetishes. There are many riddles to solve and the evil Doctor Olrik Karloff to avoid.

You jump in your jeep to travel around the place. When you reach somewhere interesting you can jump out and walk around. Watch where you step as nothing is what it seems.

The graphics are terrific, with some super characters like birds flapping their wings, and there's a range of great backdrops. Animation is also good, although the game as a whole can get quite repetitive. Good value for an original game, though.



Drive your jeep through the jungle and trek through the cities in Action 16's *Maya*.

AMIGA **79%**

ATARI ST **73%**

FINALE
ELITE ● £24.99

"Now is categorically, positively your last and only remaining chance of acquiring them," say Elite of their contents in their latest compilation. But then again Thatcher said much the same about resigning and look what happened there. The not-be-repeated games are *Paperboy, Overlander, Ghosts 'n' Goblins, Space Harrier* and *Frank Bruno's Boxing* (instead of *Overlander* on the IBM PC).

If you haven't heard of *Paperboy* by now then you must be one of those people who believe the Sunday Sport headlines. A very playable game, and available on every format imaginable.

Overlander is a futuristic 3-D racing game set in a world decimated by ecological disasters. You must race from city to city carrying cargoes for money. Pick-ups can enhance your weapon power and increase your fuel.

Ghosts 'n' Goblins is as old as Les, but still very playable. You take the role of the brave Knight Arthur who has to battle his way through several levels stuffed full of demonic creatures. The best of the bunch.

Finally there's *Space Harrier* – need I say any more? 20 levels of pure blasting action.

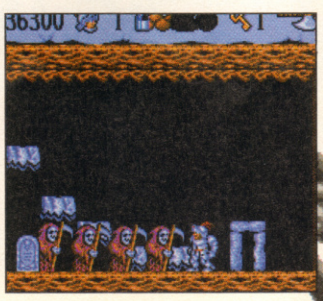
THE SWORD AND THE ROSE
CODE MASTERS ● £6.99

Code Masters always seem to base their games on something – not wishing to say they *copy* ideas – which is probably the secret to their success. *The Sword and the Rose* is very similar to another bargain game, *Ghosts 'n' Goblins*. There's much to do as you trek across the countryside, picking up weapons and killing the strange characters you encounter. All in all, a tidy little game that'll sure keep you entertained for a couple of months.

AMIGA **87%**

ATARI ST **85%**

Ghosts 'n' Goblins is reborn in the forthcoming Code Masters release *The Sword and the Rose*. With chopper in hand you trek across countryside fair and foul in search of treasures, maidens and beer. It's all in a day's work for a superhero with a huge chopper.



AMIGA **78%**

ATARI ST **74%**

IBM PC **75%**

Thy head is as full of quarrels...

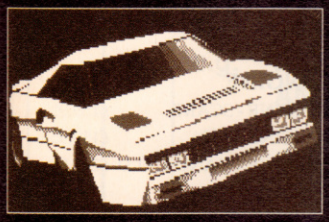
QUATTRO ARCADE

CODE MASTERS ● £12.99

The name of Code Masters is synonymous with decent, original games at a price that won't stretch the wallet - even my tight wallet! After a few forays into the 16-bit budget market the Darlings brothers, founders of Coders, are now trying their hand at 16-bit compilations. As the name suggests, each pack in the Quattro series contains four fun little games for just £12.99 (that works out at 3.24 per game!).

Each pack carries a theme. The line up of Quattro Arcade is *Pro Powerboat Simulator, SAS Combat Simulator, Pub Trivia Simulator* and *Nitro Boost*.

Pro Powerboat Simulator puts you behind the controls of a powerboat which you must race between two points as quickly as possible. There are other boats on the water trying to ram you so dispose of them with some of the mines you've thoughtfully brought with you. There are all the elements for fast and compulsive play – time limits, points bonuses, extra fuel – which make this a decent little game on its own.



Looking very similar to *Powerboat* is *Nitro Boost*, which, I think, was one of the very first 16-bit budget games. You control a car as well as a boat and the action scrolls vertically up the screen. You must race through seven very difficult stages from forests and streets to lakes and white water rapids. There's only one problem with this game, it's too damn hard!

Nitro Boost is like a 16-bit version of Coders' 8-bit "classic" *Super Stuntman*. Your aim is simply to finish the course without falling into acid pools or gettin gknocked of the track by other cars.

The third game in the quartet is *SAS Combat*. Although not a great hit on its own at budget price, this sure makes a change from the other trio and is a welcome addition. It's all quite fun to start with, but the action soon gets repetitive.

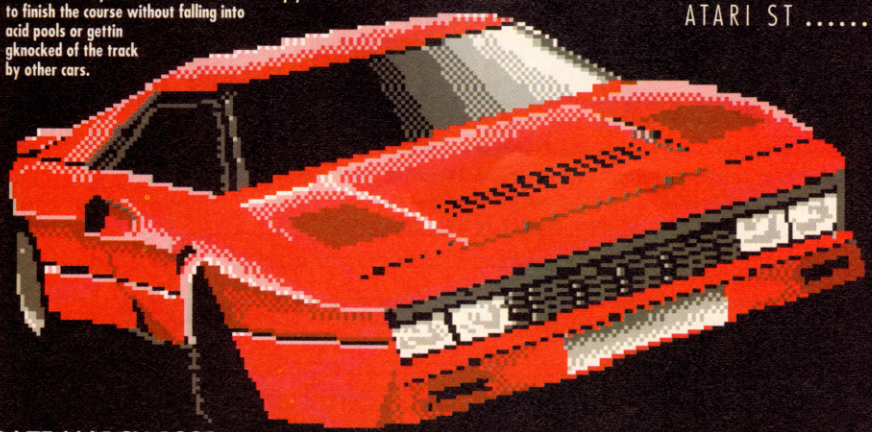
The final game, *Pub Trivia Simulator*, was only released a few months ago, and as such is quite a scoop. Everyone's familiar with this type of trivia game and *Pub Trivia* has nothing new to offer. The questions are all very challenging but after a handful of games they did start to repeat themselves. Still, this is to be expected and the game contains enough presentation and variety of subjects to be a decent multi-player game.

Quattro Arcade is quite a fun foursome, but when you consider the price and the quality of presentation the product becomes very appealing.

AMIGA **76%**

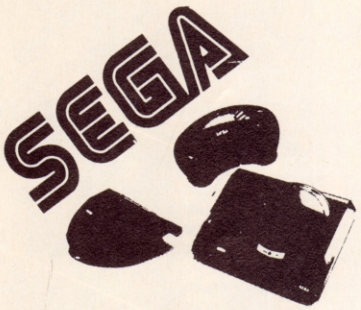
ATARI ST **74%**

Commando style shooting fun in *SAS Combat*, a classic game. Immense satisfaction can be gleaned from killing all those enemy soldiers.



...as an egg is full of meat.

ENTER THE WORLD OF CONSOLES
AT



UNIVERSAL CONSOLES

TRADE ENQUIRIES WELCOME

101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX
TELEPHONE: 0634 577306

OPEN 7 DAYS 9-7

SEGA MEGADRIVE

Sega Megadrive - Scart	£129.95
Sega Megadrive - Pal	£129.95
Megadrive + Games	£150.00
Japaneese/English Converter	£19.95
Sega Joystick Pad	£14.95
Power Arcade Stick	£34.95
Megadrive Magazine (Jap)	£6.00

SEGA MEGADRIVE GAMES

STRIDER	£34.95
FATMAN	£31.95
AXIS	£31.95
BURNING FORCE	£31.95
HELL FIRE	£31.95
ARROW FLASH	£31.95
SHADOW DANCER	£31.95
ESWAT CYBER POLICE	£34.95
CYBERBALL	£31.95
D J BOY	£31.95
MICKEY MOUSE	£31.95
DYNAMITE DUKE	£31.95
GOLDEN AXE	£31.95
RAINBOW ISLAND	£34.95
INSPECTOR X	£31.95
J. MADDENS FOOTBALL	£34.95
CELTIC V LAKERS	£34.95
NEW ZEALAND STORY	£34.95
WORLD CUP SOCCER	£34.95
MOONWALKER	£31.95
GAIN GROUND	£32.95
WONDERBOY 3	£32.95
CRACKDOWN	£31.95
RINGSIDE ANGEL	£31.95
ALSTE	£30.95
DANGEROUS SEED	£31.95
ELEMENTAL MASTER	£32.95
HARD DRIVING	£32.95
SUPER MONACO GP	CALL
MIDNIGHT RESISTANCE	CALL

PLEASE RING
FOR MORE TITLES

NEO GEO

NEO GEO - PAL	£369.99
NEO GEO - SCART	£359.99
NEO GEO PAL + GAME	£520.00
NEO GEO SCART + GAME	£520.00

NEO GEO GAMES

MAGICAN LORD	£179.95
BASEBALL STARS	£179.95
NAM 1975	£179.95
GOLF	£179.95
CYBERLIP	£179.95
NINJA COMBAT	£179.95
RIDING HERO	£179.95
SUPER SPY	£179.95

GAME BOY

GAMEBOY MACHINE	£69.95

GAME BOY GAMES

BATMAN	£24.95
MONSTER TRUCK	£24.95
W.W.F	£24.95
DOUBLE DRAGON	£24.95
GHOSTBUSTERS 2	£24.95
RADAR MISSION	£24.95
FINAL FANTASY LEGEND	£24.95
SPIDERMAN	£24.95
SKATE OR DIE	£24.95
BUBBLE BOBBLE 2	£24.95
ROAD STAR	£24.95
DRAGON SLAYER	£24.95
DUCK TALES	£24.95
CHASE HQ	£24.95
WIZARD AND WARRIORS	£24.95

PLEASE RING
FOR MORE TITLES

NINTENDO SUPER FAMICOM

FAMICOM - SCART	£295.95

FAMICOM - PAL NOT IN STOCK

FAMICOM GAMES

FINAL FIGHT	£45.00
F1 - ZERO	£45.00
POPULOUS	£45.00
PILOT WINGS	£45.00
SUPER MARIO BROTHERS	£45.00
ORDIUS III	£45.00
BOMBUZAL	£45.00

PLEASE RING
FOR MORE TITLES

PC ENGINE

PC ENGINE - SCART	£159.95
PC ENGINE - PAL	£159.95
PC ENGINE - HAND HELD	£260.00

PC ENGINE GAMES

DIE HARD	£33.00
OPERATION WOLF	£33.00
AFTERBURNER	£33.00
F1 CIRCUS	£33.00
FINAL BLASTER	£33.00
SUPER STAR SOLDIER	£33.00
VIOLENT SOLDIER	£33.00

PLEASE RING
FOR MORE TITLES

ORDER FORM

TO: **UNIVERSAL CONSOLES**
101 College Avenue, Gillingham, Kent, ME7 5HX

From:

Please add £1 for postage per game
Please add £5 for postage per machine
Please make Cheques or Postal Order made payable to
UNIVERSAL CONSOLES

MACHINE/GAME	
TOTAL	

THE MARCH COMPETITION

THE COMMODORE AMIGA
OR
SEGA MEGADRIVE
(Plus Game of Your Choice)
OR
ATARI LYNX
OR
NINTENDO GAME BOY

In The FANTASTIC **DIAL-A-QUIZ** MONTHLY Computer Competition

Answer 4 simple computer related questions correctly and by this time NEXT MONTH YOU could be the Lucky Winner of one of the above Superb First Prizes in this months DIAL-A-QUIZ Computer Competition

THE CHOICE IS YOURS

e.g. QUESTION: What is a Hard Drive?
ANSWER: 1. A driving Simulator
2. A device for storing large amounts of data
3. A concrete path leading up to a house
It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

Amiga Hotline:	**0839-121-161**
Megadrive Hotline:	**0839-121-162**
Lynx Hotline:	**0839-121-163**
Game Boy Hotline:	**0839-121-164**

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th March 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling.
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

DECEMBER RESULTS:

MAX HAWKINS FROM SOUTHHAMPTON .....AMIGA
MARTIN READ FROM SURREY .....MEGADRIVE
KEVIN LEWIS FROM PRESTON .....NINTENDO
STUART SMITH FROM LEICESTER .....SOFTWARE

P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

HOLLYWOOD COLLECTION

OCEAN ● £24.99

With their huge back catalogue and the sheer volume of licences it contains, it was inevitable that Ocean would eventually come out with another big name compilation and here it is. The Hollywood Collection contains four of the biggest films in the movie world: *Batman, Ghostbusters II, Indiana Jones and the Last Crusade*, and *RoboCop*.

Batman – The Movie is based very closely around the plot of the hit film of 1989. You encounter the Joker, in the form of Jack Napier, before he falls into the vat at the Axis Chemical Factory. From there you jump into the Batmobile and race through the streets of Gotham, fathom out the Joker's dastardly Smilex potion, and climb in the Batwing before your final encounter in the cathedral. Some of the graphics are outstanding and the inspired soundtrack really sets the heart pounding. It's no (boy) wonder it sold so many.

Ghostbusters II takes up two disks and features three of the main sequences from the film. The first finds you dangling precariously from a cable leading down into the slime filled sewers. In the second scene you are in control of the jiving Statue of Liberty as she struts her stuff through the streets of New York. While the final stage is based around the closing scene of the film where you must rescue the baby in the museum. Great graphics, super sound, but very, very hard.

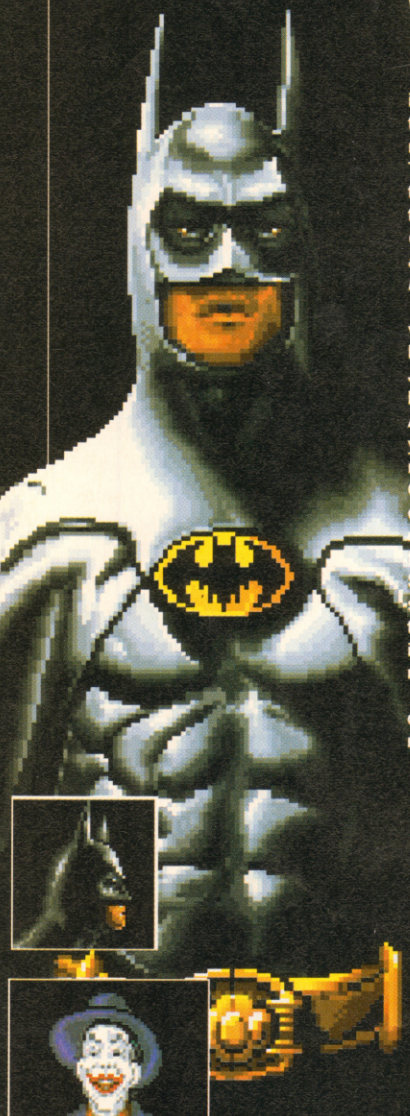
Staying with film hits of 1989 we encounter Indiana Jones and his last crusade before he hangs up his whip. You are placed in the shoes, or should that be hat, of the world's most infamous archeologist on the trail of the Holy Grail. This game is extremely playable and should keep even the most ardent gamesplayer going for ages.

Believe it or not *RoboCop* has been in the Gallup charts now for 100 weeks and is still hanging in the top 20. The game is undoubtedly good but I can't really see it's long-lasting appeal – especially with the release of *RoboCop II*.

The overall package is a super mixture of arcade action. All the games contain some impressive graphics and every one closely follows the plot of the film it is based on. Four previous hits that will continue their success in this value-packed anthology.

AMIGA.....**92%**

ATARI ST.....**91%**



The Irish policeman Rob O'Cop faces a mad man on a bike. Time for that Robospike I do believe. Remember, kids, stay out of trubble or RoboCop will be back yet again in *Robocop III: Revenge of a Lose Nut.*

You start on your epic voyage down the Van Horne airshaft to collect a sample of slippery slime to put in the toaster and take to a ballroom dance.

The rope you swing precariously on gets thinner every time a ghost or glob of slime hits it. Before you know it you're falling to your death.

Bottles lying on sheleves down the shaft can be collected to boost your courage. You bet you need to hit the bottle when going down this dingy hole.

Hands will suddenly shoot out of the wall and, if you're not careful, grab you by the goolies. Ouch!

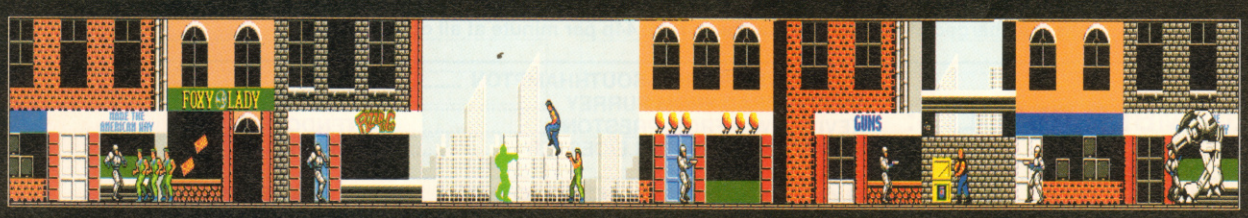
A spook tries to spook ya, but you're not having any of it and promptly thow up on the wall. Charming.

Extra PKR bombs and shields can be collected from the side walls of the shaft. These are needed to complete the journey to the bottom.

Looks like you've got a friend for life. Go aheah, feed it som e PKR.

Don't look now, but there's something horrible creeping up behind you. Don't mess it up now!

Somehow you've made it to the bottom, but your troubles have only just begun. Perhaps you should have given up before you started.



The Scottish policeman Robby Cop faces his destiny, and quickly runs away. Actually it's the first level to Ocean's Robocop. The game has been in the Gallup charts an astounding 100 weeks.

The moon is nothing but a circumambulating aphrodisiac.

TURBO CUP CHALLENGE

SMASH 16 ● £6.99

Just to make sure that I don't get reported to the Monopolies Comission for mentioning too many Code Masters products, here's the latest release from another big 16-bit budget label, Smash 16. The label is currently on the crest of a wave, which is not surprising when you consider it's run by Digital Integration (*ATF, F-16 Fighter Pilot*, etc).

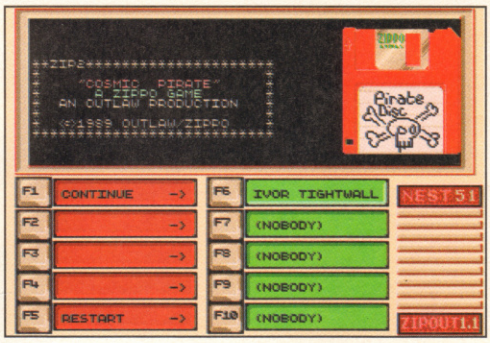
Turbo Cup Challenge is an interesting game. According to the transport minister, anything that travels over 70mph should have wings and be able to fly, but I heartily disagree with this (just ask my chauffeur how fast my Lotus Turbo Esprit goes). In this game have to race over four of the most challenging circuits in Europe. Before racing you must practise to gain a good grid position. Then it's onto the race proper where you zoom round a circuit in your Porsche 944 Turbo (whatever happened to Buy British?).

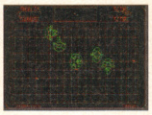
But this isn't one of those games where you can just keep your toe down and smile, you will have to watch out for those dangerous corners. There are some neat graphics and sound, combined with wickedly fast speed as you race around the track. It's all very playable and good value at a fiver.

AMIGA **70%**

ATARI ST **70%**

IBM PC **70%**





Above and left, scenes from *Cosmic Pirate*(Action 16, £7.99).You are working for a criminal organisation, called the Council, who have all the information on space traffic and sell it to potential pirates. Once you have proved to them you have what it takes to raid the ships, you embark on your new career. Killing the numerous aliens will bring you untold riches.

SKRULL THE BARBARIAN

SMASH 16 ● £4.99

Barbarian, I thought, I wonder if they'll be any sign of Maria Whittaker? Sadly, I was to be disappointed as Mary Whitehouse seems so have got her disinfected hands in computer games too. *Skrull* is an icon-driven, dungeon adventure. It received warm reviews when it was first released, and you can see why. The graphics are big and bloodthirsty and the sound quite crisp 'n' crunchy. The premise is that you must – like my close friend Douggie Howe – save the Earth from imploding. It may seem all very environmental and green, but the action is very gory and the gore very explicit. The great graphics and playability make it worthy of attention.

AMIGA **79%**

ATARI ST **75%**

IBM PC **77%**

MIG-29 SOVIET FIGHTER

CODE MASTERS ● £6.99

Code Masters seem to be flooding the market once more with neat little games that are worth their price. *MiG-29* is an *Afterburner* style, flying shoot-'em-up which is, in my opinion, far superior to the aforementioned game which is also coming out at £7.99 this month. For only seven quid you get all the graphics and speed of *Afterburner* with sound that, while not being as good as Sega's coin-op, is more than adequate for this type of frenetic game. It's very playable and a steal at the price.

AMIGA **80%**

ATARI ST **80%**

CUSTODIAN

SMASH 16 ● £4.99

Being the Custodian of the nation's finances I can almost pity the poor blighter's job in this game. Your sole purpose of existence is to protect a tomb by collecting the alien pods located in each of the many levels. Aliens attack you constantly making this a very challenging game that's either going to scare you away or infuriate you for ever.

Custodian is basically a shoot-'em-up, nothing more and nothing less. The graphics aren't spectacular and the sound is uninspiring – I'm glad I didn't receive this for Christmas.

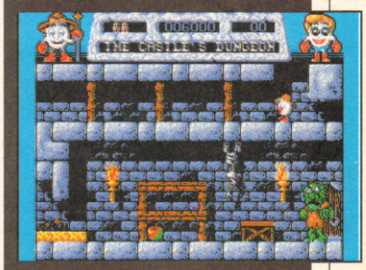
AMIGA **54%**

ATARI ST **55%**

IBM PC **50%**

BUDGET BITZ

★ Budget Blitz gets some exclusive news of some budget bitz on Code Masters and their best character to date, Dizzy. 16-bit owners will soon be able to get the latest in the Dizzy saga, called *Fantasy World Dizzy*. After playing it for a short time, it seems to be the best of the series so far. There are some wicked puzzles to solve, which along with the cute graphics and boppy sound, make it a joy to not only play but also to look at. This fun-filled game should be out for £6.99.



The loveable egg creation is back in an all new adventure *Fantasy World Dizzy*.

★ Staying with Coders, as I have done for 50% of these budget-bulging pages, we have *Spellfire the Sorcerer*. It's a totally original arcade game featuring some mystical graphics and smooth scrolling to boot. Another £6.99 release which you should be able to get your hands on now.

Cute character, cute game, damned playable and full review next month.

★ Virgin are joining the budget race with the release of *Xenon* and *Double Dragon*. Both are available on Amiga, Atari ST and IBM PC and will set you back a princely sum of £7.99. *Xenon* is of course the smash Bitmap Brothers shoot-'em-up while *Double Dragon* is a martial arts beat-'em-up.

Poetry is what gets lost in translation.

QUATTRO SPORTS

CODE MASTERS ● £12.99

As a partner to Quattro Arcade, Quattro Sports is a collection of some classic Code Masters games. Probably the most famous is BMX Simulator, the game that started off the Simulator series. Giving more than a nod to the classic Super Sprint, BMX Simulator pits two bikers against each other on a selection of twisty and undulating dirt tracks. The action is very competitive in one-player mode against the computer and the clock, but with two players it can get totally out of control. A great game.

The inclusion of Italia 1990 may seem a bit strange for a 1991 release, but when you hear that the game is currently WH Smith's all-time best-seller, you'll understand why it boosts the compilation's worth considerably. The game's not all that special, but it does include a training mode and tournament which should keep you interested for a while.

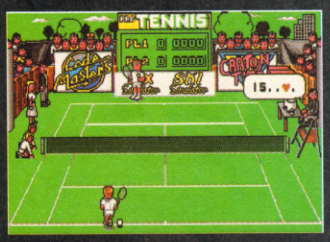
If you're pining for the slopes but aren't too sure about the snow, then Advanced Ski Simulator could be just the thing for you. You're guaranteed loads of snow here and a wide range of pistes to choose from. The racing is of the downhill type, going mainly for speed but also containing quite a few flags that have to be skied around. Races are against the clock which builds up the adrenalin and makes it quite an addictive game.

If a Code Masters game isn't a Sim then it's usually a Pro, as in Pro Tennis Tour, the final game in the quartet. This one- or two-player game comes in the wake of numerous tennis games released in the past year. None of them were particularly playable, so it's nice for this little cheapy to make a reappearance. The graphics may not be startling, but the computer opponent is a tough little cookie and comes complete with a few samples of speech.

Of the four games, BMX Simulator is undoubtedly the best – both graphically, aurally and playability wise. Out of the two Coders compilations, I'd go for this one every time.

AMIGA **80%**

ATARI ST **80%**



New balls please... The little speech bubble tells the tale, Tightwallet thrashes Becker. You only get to meet one opponent – however, difficulty level and number of sets can be selected before you play. If you win you get to play again, and again, and again...

Several scenes from the Coders' highly addictive simultaneous two-player *BMX Simulator* which forms part of the Quatro Sport compilation. Use the banks to your advantage to complete the course in time (and I don't mean ask them for a loan). The only thing preventing you from finishing a gruelling course is time. Two competent players will get to see all seven levels eventually. As for Julian, well he might as well kick the stool right now.

HOSTAGES

ACTION 16 ● £6.99

The Home Secretary was very excited when this arrived through the Commons post box. Personally, I couldn't understand what all the fuss was about. I'd played Hostages a few years ago when it came out under the Infogrames label, so I knew exactly what to expect. (Incidentally, there's a sequel in the pipeline called Alcatraz!)

After wrestling my copy back from Kenny Baker – who has subsequently gone out and purchased his own copy – I settled down for many hours rescuing hostages from a very well guarded embassy.

Terrorists have taken control of the embassy and taken all inside hostage. Their demands are totally unreasonable (aren't they always?) so a crack unit of special troops are sent in. The game is run over several stages, from approaching the embassy to scaling the building and then walking around inside. This is obviously a full-price game, with outstanding graphics and loads of ditties and effects, and is a real steal at a few quid.

If F/A-18 Interceptor was budget release of 1990, this could be 1991's biggest release - so far.

AMIGA **92%**

ATARI ST **88%**

Catch the classic *Paperboy* action in Elite's Finale compilation. Out on ST and Amiga priced £24.95. See page 84 for the full review.

BUDGET BITZ

★ Code Masters face some stiff competition in the compilations market as Alternative come up with the new Fourmost packs. Like Quattro, each pack will contain four games along the same theme. The themes of the first few releases will be horror, action, fun and sport.

★ After clearing up in the 8-bit budget charts, Ocean are now continuing their budget market blitz with the release of Batman The Caped Crusader and Last Ninja 2 at £7.99. Batman's a great game, the second in the trilogy of Ocean Batman tie-ins. Last Ninja 2 seems a waste of money as System 3, the original's programmers, have admitted that the sequel is, in fact, very unplayable, which is why Last Ninja Remix is now out.

Old Batty has managed to format his disk. Bet he didn't store all his text files on it like Les did last month.

★ *Super Hang-On* is also out on the Hit Squad label and is probably the best Amiga arcade motorbike game around. Finally, there's *Afterburner*, which is in my opinion inferior to Coders' *MiG-29*. All the Hit Squad titles retail at £7.99.

★ Gremlin, home of Lotus Turbo Esprit and other classics, have made a move into the budget market with the release of the 16-Bit Hit Machine. Priced at £24.99 on the Amiga and ST, the compilation contains *Supercars, Switchblade, Skidz* and *Axel's Magic Hammer.*

GET THE BRIGHTEST SOUND AROUND WITH RAZE

3 CD PLAYERS TO GIVEAWAY!

You may have noticed an abundance of Code Masters games in Budget Blitz this month. Those lads are certainly working hard and the year has only just begun. To celebrate the New Year, the cheap and cheerful people have practically thrust three compact disc players upon RAZE.

These players are ideal for the person who likes his music loud – and for others around him who don't. Just plug into this super **Sony CD Walkman** and you can blast out Nigel Kennedy to you heart's desire, or pound your way through AC/DC's Thunderstruck just one more time before you go to sleep. The machine also comes complete with a little hole that allows you to connect it up to your present hi-fi system.

Right, that's enough of the hard sell. You know you want one, the question is how do you get your hands on one. Just answer the three questions below, fill in the form with your name, address and daytime phone number and we'll see what happens on February 28th when we draw whole lot. Send your entries to ***We're not bigger than God (yet) compo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.***

QUESTIONS

1. Which little Darlings founded Code Masters?

a) The Darling Buds.

b) Richard and David Darling.

c) Captain Darling.

2. What does CD stand for?

a) Completely Dense.

b) Coded Disasters.

c) Compact Disc.

3. Dial 0898 555080 and listen to the amazingly simple question that some nice young man will read over the phone line. Pick out what you think the correct answer is and fill it in under question three in the coupon.

"WE'RE BIGGER THAN GOD"

I promise I haven't already got a CD player, and that if I do get one in the meantime and I win the competition, I'll donate my player to some poor schmuck who hasn't got one. I also promise not to do any impersonations of that dickhead from the Sony advert. My answers are:

1 A ❑ B ❑ C ❑

2 A ❑ B ❑ C ❑

3 A ❑ B ❑ C ❑

Name:.....

Address:.....

.....

.....Postcode:.....

Entries not received by February 28th will be placed in the office garbage disposal unit – Julian – which is not a pretty sight.

RAZE crave...

Yummy goodies you just can't be without! Available straight from the best source - the RAZE cave stocked with fun packed utensils

BRAND NEW CONSOLE OUT NOW!

GAMATE ONLY £59.99!

The **HOTTEST** & **CHEAPEST** Gameboy contender in town.

Features:
- Dot Matrix LCD
- Single player or Dual player facility with optional lead
- Rechargeable battery pack or AC adaptor available separately
- Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each

The pack includes:
- Game System Console
- Stereo Headphones
- Manual
- Gamate Gamecard "Witty Apee"
- 4 AA Batteries

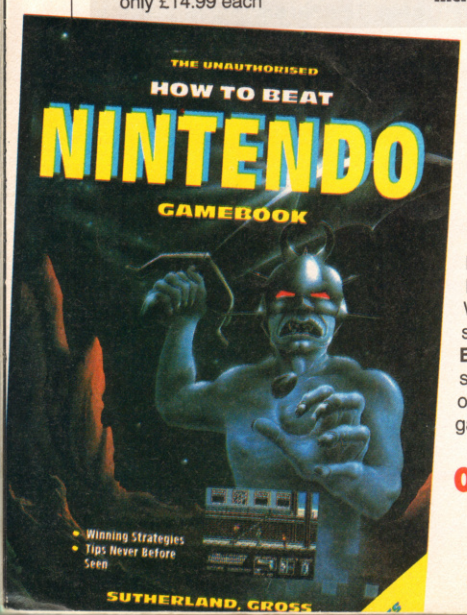
ONLY £59.99
inclusive of FREE game & VAT

The following consoles are available at £5 off recommended retail price. This is an amazing bargain you just can't miss out on!

	RRP	DEAL
ATARI LYNX incl. console, California Games & Videolink	179.99	174.99
NINTENDO GAMEBOY incl. console, earphones, videolink, Tetris game pack, batteries	69.99	64.99
NINTENDO DE LUXE SET incl. control deck, 2 controllers, R.O.B., zapper (light gun), Super Mario Bros & Duck Hunt Games pack	149.99	144.99
NINTENDO CONTROL DECK incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	74.99
NINTENDO MUTANT MACHINE incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	74.99
SEGA MASTER SYSTEM incl. console, 2 joypads & Super Hang On	79.95	74.95
SEGA MASTER SYSTEM PLUS incl. console, 2 joypads, light phaser, Super Hang On & Sa	99.99	94.99
SEGA SUPER SYSTEM incl. console, 1 joypad, light phaser, 3D glasses, Super Hang On & Missile Defense	129.99	124.99
SEGA MEGA DRIVE (16 bit) incl. console, 2 joypads, Altered Beast	189.99	184.99

The following GAMEMATE game cards are available (all at £14.99):

C1011	MONEY MAZE	C1007	GALAXY INVADERS
C1004	MIGHTY TANK	C1021	MYTH OF ASAMIA
C1006	MINI-GOLF	C1014	TIME WARRIOR
C1003	TENNIS	C1009	TORNADO
C1005	BRICK BLASTER	C1012	BASEBALL



THE UNAUTHORISED
HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner **HOW TO BEAT NINTENDO** will help you solve the mysteries of over 100 of the most popular Nintendo games.

Only £3.99

CORISH'S COMPUTER GAMES GUIDE

CORISH'S COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers back-door codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventurers!

Special price offer of only £14.99, a saving of £3.00

RAZE STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswiches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50

DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/ Plus/ Plus 2/Plus 3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons enagges autofire.
OFFER £12.99

RARE RAZE BACK ISSUES

Missed out on earlier issues of RAZE? How could you! Never mind, if you hurry up, you may still get the chance of getting your mits on these valuable issues (while stocks last!):

RAZE 1 (Nov 90)
RAZE 2 (Dec 90)
RAZE 3 (Jan 90)
RAZE 4 (Feb 90)

still only £1.95 each
(Europe £2.45, World Air Mail £4.95)

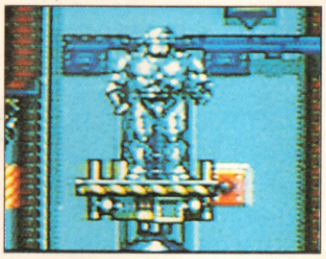
The following games cartridges are available now:

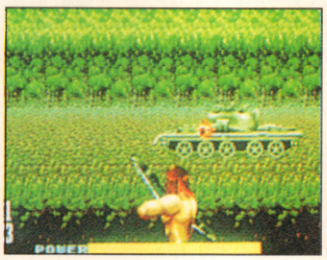
C64 GS / C64

NAVY SEALS	£24.95
ROBOCOP 2	£19.99
CHASE HQ 2	£19.99

SEGA MEGA DRIVE

BUDOKAN	£39.99
POPULOUS	£39.99
FORGOTTEN WORLDS	£34.99
GHOULS 'N' GHOSTS	£44.99
GOLDEN AXE	£34.99
MYSTIC DEFENDER	£34.99
RAMBO III	£34.95





SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following special offer discount table to calculate your offer price using the recommended retail price as quoted on the software houses adverts

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.42	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

BUDGET GAMES!
Order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT LINE
Please phone 0584 875851 now between 9am & 5pm and ask for Discount Hotline and we will give you availability and release dates for your software order.

PLEASE NOTE: MEGADEAL DISCOUNTS DO NOT APPLY FOR CARTRIDGE & GAME CARD PRODUCTS!

HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require a cassette, disk or cartridge format. Similarily, don't forget to indicate garment size for cloathware. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only). Prices valid for U.K/Eire/Europe only. For overseas orders please add £2.00 per item for Air Mail Delivery

RAZE*crave* COUPON Issue 5

Name
Address
Postcode
Tel:
PVC No:

Item	Format/Size	Price

Order Total: £

Method of payment: ❑ ACCESS ❑ VISA ❑ PO ❑ Cheque (made payable to Newsfield Ltd.)

Credit Card No. | | | | | | | | | | | | | | | | | Expiry Date: _____

Send to: **RAZE*crave* ● Newsfield ● PO Box 10 ● Ludlow ● Shropshire ● SY8 1JW**

CUTE
AND
CUDDLY
CHAOS!

SUMMER CAMP

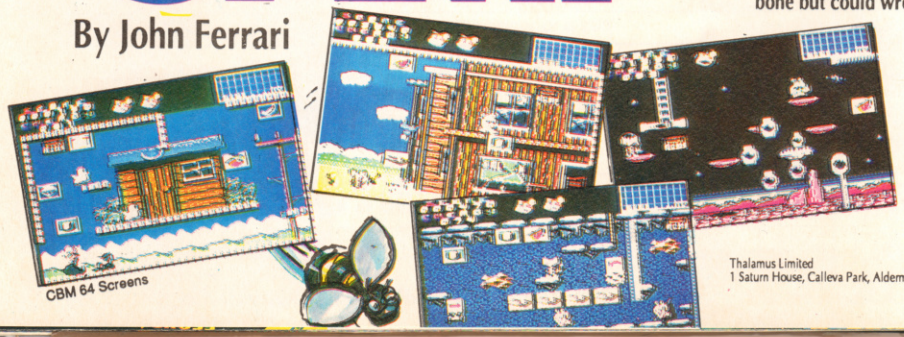
By John Ferrari

GET INVOLVED IN THE
CRAZIEST CARTOON GAME EVER!

Maximus Mouse has to retrieve the lost Stars&Stripes for the grand Opening Day of Summer Camp - but where is it?

Screen after screen of madcap action, addiction and the most colourful collection of cute, crazy but deadly characters you're likely to find!

It's the arcade game that tickles your funny bone but could wreck your vacation..!



CBM 64 Screens

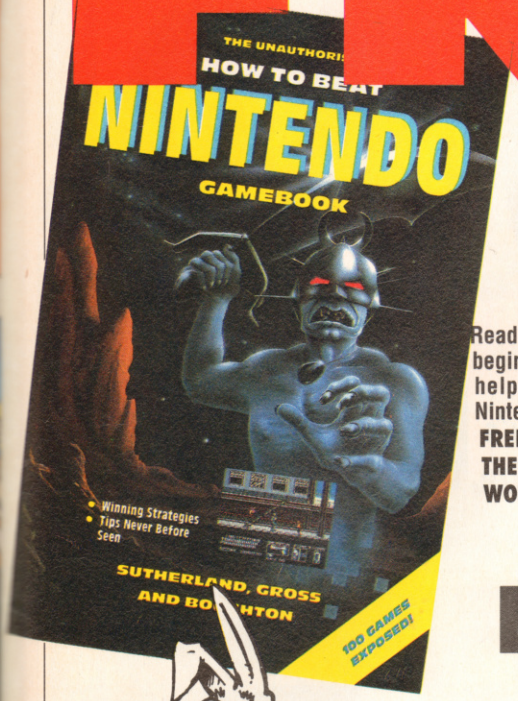
Voted
YC Fun One 96%

CBM 64/128
£9.99cass £14.99disk
Amiga
Atari ST £19.99

THALAMUS

Thalamus Limited
1 Saturn House, Calleva Park, Aldermaston, Berksshire RG7 4QW Tel 0734 817261

FREE!



THE UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner HOW TO BEAT NINTENDO will help you solve the mysteries of over 100 of the most popular Nintendo games.

FREE IF YOU SUBSCRIBE TO 12 FACT-PACKED ISSUES OF RAZE AT THE REGULAR LOW SUBSCRIPTION PRICE OF £18.00 – A GIFT WORTH £3.99!

—OR—

AN AMAZING £10.00 DISCOUNT OFF

Corish's COMPUTER GAMES GUIDE

CORISH's COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventurers!

SUBSCRIBE TO 12 FACT-PACKED ISSUES OF RAZE AT THE REGULAR LOW SUBSCRIPTION PRICE OF £19.95 AND PAY ONLY £9.95 FOR CORISH'S COMPUTER GAMES GUIDE – A MASSIVE SAVING OF £10.00

RAZE has it's very own subscription and single issue sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 421 1285 (fax 519 421 1873) – Mastercard welcome. Alternatively send your enquiries to British Magazine Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada. Yearly subscription rates USA $65, Canada CAN $75. Single issues USA $5.45, Canada CAN $6.45 (inclusive postage)

COUPON

Yes, I would like to subscribe to RAZE for 12 action-packed issues.

❒ I wish to receive FREE the UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

❒ Pay an extra £9.95 (normally £19.95) for CORISH'S COMPUTER GAMES GUIDE

❒ UK £18 ❒ EUROPE £25 ❒ WORLD AIRMAIL £38

I enclose a cheque/PO made payable to Newsfield Ltd. for:

SUB £ ..... CORISH OFFER £ ..... TOTAL £ .....

Signature: .....

Please charge to my Visa/Access Card No:

Card Expiry Date: /

Name: .....

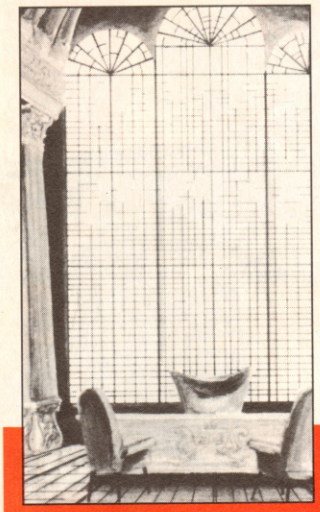
Address: .....

.....

..... Postcode: .....

Return this coupon with payment to: NEWSFIELD, SUBSCRIPTION SERVICE, LUDLOW, SHROPSHIRE SY8 1JW

THE SUBSCRIPTION GIFT AND DISCOUNT OFFER IS ONLY VALID FOR READERS IN THE U.K.



DYNAMIX GO MAD!

SUPERB COLLECTORS ARTWORK UP FOR GRABS!

To celebrate the latest Raze Rave to hit the streets, Dynamix's outstanding *Rise of the Dragon*, may we present a unique prize, a real work of art!

WHAT TO WIN...

No, no, not an ol' Van Cough or even something by any of the Ninja Turtles, no this one is even more priceless. The fabulous competition prize is a montage of the original artwork on which the stunning VGA *Rise of the Dragon* screen was based. These aren't naff old sketches, these are the fully airbrushed jobs.

With dimensions of just under a metre square, this specially commissioned artwork depicts the initial opening scene of *Rise of the Dragon* where the mayor's daughter buys the lethal drug, takes it and dies a mutant death. Depicted in a unique comic book format, this work of art is not only to be admired and enjoyed but is, like any other rare artwork, a financial investment for the future.

Win it now and be a millionaire by the time you're 30! (No guarantees, though.)

WHAT TO DO...

To get in with a chance of obtaining this glorious art, fill out the form below, answering all three questions, and send it to Dopey Dragon Competition, Raze, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. To help you, all the answers are printed within the review in this issue.

1. What year is the story set in?

a) 2530
b) 2053
c) 2035

2. Name the hero in the game?

a) Blade Hunter
b) Sam Spade
c) Spade Hunter

3. In the prophecy, what Age will the Dragon rise?

a) Bounty
b) Decay
c) Destruction

RISE OF THE DRAGON

I've always fancied myself as a bit of an art expert, so why don't you send me that painting of yours and I'll see what I can get for it...

1.....2.....3.....

NAME.....

ADDRESS.....

.....

.....POSTCODE.....

All entries must be received by January 1st 1991. Nah, only kidding, you can have a bit more time than that, how does February 28th 1991 grab you?

NEXT MONTH

Just one month to go till the next game-packed issue of RAZE.

In fact, it's going to be one hell of an issue next month. We'll be getting our hands on some hot Mega Drive games, plus an exclusive look at the NES game that should be 1991's top seller.

Obviously nothing can be revealed at this stage, but missout on next issue and you'll miss out on the future! Issue six will be on sale

February 28!

DON'T TOUCH THAT DIAL!

TEL: 061-832 6633, FAX 061-834 0650

VIDEO FRAME GRABBER

PAL VERSION
£114.95
INC VAT

VIDI-AMIGA SCREEN SHOT

AVAILABLE FROM ALL GOOD COMPUTER SHOPS

VIDI FEATURES . . .

- Take snapshots in 16 shades live from video.
- Multiple frame store (will utilise all available memory).
- Dynamic cut and paste.
- Full palette control.
- Hardware and software control of brightness and contrast.
- Compatible with all video standards (colour, black and white, VHS, Beta, PAL, NTSC etc.)
- Upgradable to full colour with additional 'VIDICHROME' pack.

COLOUR UPGRADE
£19.95 inc VAT

VIDI-AMIGA SCREEN SHOT

VIDI ENABLES YOU TO . . .

- Have perfect freeze frame from any video.
- Incorporate real life objects into your favourite design.
- Grab real time 3-D images from TV.
- Enhance your graphics creativity.
- Capture and store action sequences.
- Desk top video.
- D.T.P. (Desk Top Publishing).

VIDI-AMIGA SCREEN SHOT

VIDI-AMIGA

ROMBO Limited

Rombo Ltd., 6 Fairbairn Road, Kirkton North, Livingston, Scotland EH54 6TS.

TEL: 0506-414631
FAX: 0506-414634

NO-ONE HAD THE GUTS UNTIL NOW!

NARC

TM & © WILLIAMS ELECTRONICS GAMES INC.

NARC WINNERS DONT USE DRUGS

ocean®

Arcade action and a BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's **MR BIG!**

SPECTRUM · AMSTRAD · COMMODORE
CBM AMIGA · ATARI ST

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TEL: 061 832 6633 · FAX: 061 834 0650